True evolution begins at the source.

Sure, they start out all cute and fuzzy, but if you're not careful, things can get out of hand. What to do? Subscribe to the *Nintendo Power*® theory of evolution.



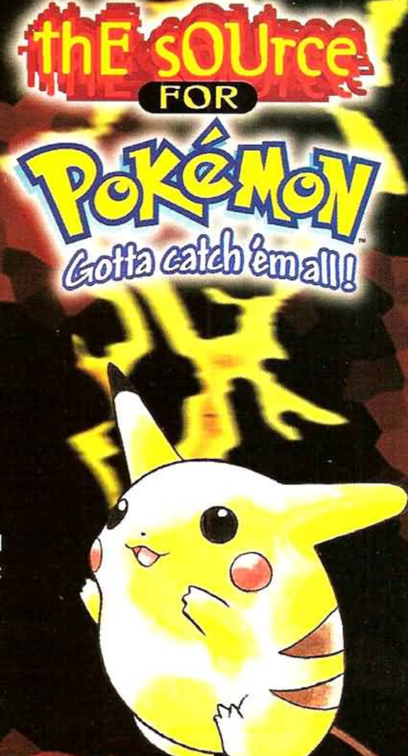
We'll show you what it takes to become a Pokémon master faster than Kadabra can evolve into Alakazam. It's all about gaining experience and it's all described in the pages of *Nintendo Power*.

It's the ultimate monthly source for tips, tricks, strategies and secret codes to master Pokémon as well as the rest of the Nintendo family of games. And when something new is on the way, we give you the inside scoop.



Once Bulbasaur reaches level 16, it evolves into the more powerful Ivysaur. Combination Pokémon have twice the strengths and twice the weaknesses of other Pokémon.

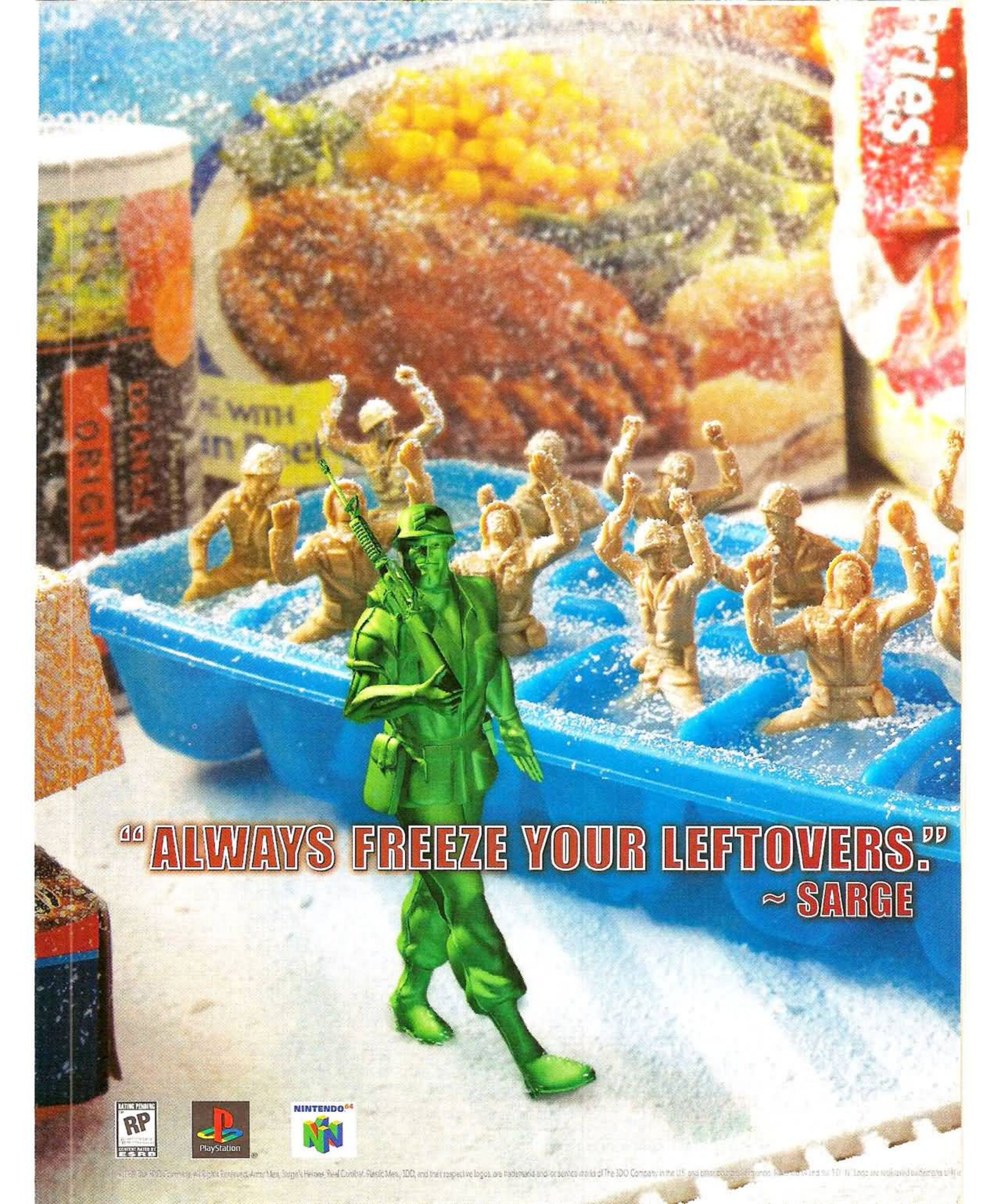
It's just $19.95 a year ($27.95 Cdn.), a whopping $39.94 off the newsstand cover price. You want more? How about your choice of a *Pokémon* Player's Guide, *Pokémon Snap*® Player's Guide, or a *Pokémon* T-shirt... With all this, you're sure to catch 'em all!



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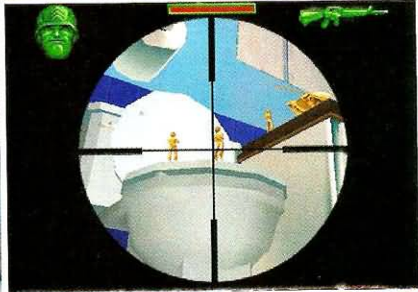
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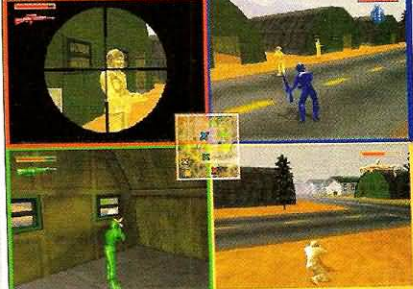
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~ SARGE
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MONACO

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"...ultra-detailed racing animal"
- EGM

GRAND PRIX™

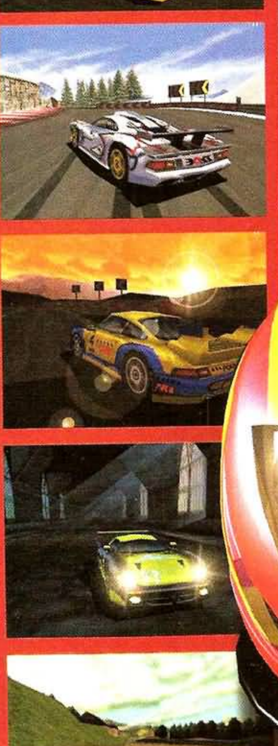






Boss breaks the sim barrier with a racer fueled on high-octane features: souped-up wheels, blazing graphics and tire-burning tracks that put the Rumble Pak into overdrive. Shift into high gear with our racing tips.

page 14





THE NEW BREED

HYBRID HEAVEN



The X-Files fed your paranoia. Now Konami pushes alien conspiracy to the limit with an action-adventure game that uses fighting controls never before seen on the N64. With clones, hybrids, the truth isn't out there—It's under Manhattan.



page 22



READ ALL ABOUT IT!

REVOLUTION AT E3

Donkey Kong 64. Jet Force Gemini. Perfect Dark. Previews of new Nintendo games and the announcement of a next-generation system made huge waves at the 1999 Electronic Entertainment Expo. We step into the future with our walk through E3.

page 36

SEBULBA'S SECRET

STAR WARS: EPISODE I: RACER



Time to play dirty. The last part of our three-part feature on Racer covers the final two circuits and track-altering Mirror Mode. To win these tracks, you just might need Sebulba's unsporting Podracer.

page 46

MISSION INCREDIBLE

COMMAND & CONQUER



Tired of risking your neck on the front line? Nintendo's first 3-D real-time strategy game for the N64 promotes you to commander. It's a big job. Charge through basic training with our 11-page survival guide. The fate of the world is in your hands.

page 56

CONTENTS

VOLUME 122 • JULY 1999

STRATEGY

SPECIAL FEATURES

EVERY ISSUE

player's pulse

You readers must spend a lot of time in movie theaters, because tons of suggestions for movie-to-game ideas poured into our mailbox this month. Judging from the number of votes for The Matrix, it's easy to see why it breezed past the $100 million mark at the box office.

From Celluloid to Silicone

I think the Indiana Jones series would make a great N64 game.

Luke Snider
Hart, MI

Though there aren't currently any plans for an N64 version, the Super NES hosted the globe-trotting archeologist in Indiana Jones' Greatest Adventures. It's definitely worth a look.

Tron would be an awesome game! It takes place inside a computer anyway. Light cycles on my N64 would be cool.

Barry Mosier
Dallas, TX

I recently saw *The Mummy*, and all I can say is "Wow!" Now, that would make an awesome N64 game.

Evan Meier
Via the Internet

All I have to say is, Austin Powers 64. Yeah, baby! Yeah!

Kerry Melton
Redding, CA

Have you guys seen *Dexter's Laboratory* on the Cartoon Network? It's a great show and would probably make an even better N64 or Game Boy Color game!

Alex Goldman
New York, NY

I just saw *The Matrix*, and I think it would be a great video game.

David Hess
Via the Internet

After asking which movies would make fun games, we were flooded with letters and e-mails. Hands down, The Matrix received the most votes.



Chris Squires • APO, AE



Peggy Roesch • Batavia, Ohio

The Most Observant Fans in the World

When you make a *Star Wars* game, make it exact! For instance, Dack isn't a Rogue. He was shot down during the Battle of Hoth. And, the Battle of Hoth mission isn't even close either. There's no canyon on the side of the planet they're on. And they don't rescue Rogue 9 that crash lands beyond the hills. Stuff like that matters. It has to be absolutely accurate or else I will notice it and bug you again.

Doug Hall
Mission Viejo, CA

Actually, the original missions in Rogue Squadron take place between Star Wars and The Empire Strikes Back. So, Dack could feasibly be a Rogue even though he crashed during the Battle of Hoth. The game was made by LucasArts themselves, and we're pretty sure they know what's happening in the Star Wars universe.



H. Holeman • Seneca Falls, New York

All Aboard for Nintendoland!

I've heard all the hype about Legoland and Disneyland, but when is Nintendo going to open up it's own theme park? You know, Nintendoland?

Chris Lewis
Via the Internet

It's a fascinating idea, Chris. Imagine the cool attractions you could visit: Donkey Kong's Congo Adevnutre, Mario's Pipe Dreams, Yoshi's Tongue Slide and Zelda's Castle.

AKA Jigglypuff

In your strategy for Super Smash Bros., you show Jigglypuff as a hidden character. In the screen shot, its name was Purin. What gives?

Jonathan Varela
Via the Internet

Purin is the Japanese name for Jigglypuff. Which do you think better suits the creature?

Get a What...?

Hey, I was wondering

Background Art: Beth Woodson • Cumberland, Virginia

whether you writers at Nintendo Power have social lives. Or do you just stay inside playing video games or Dungeons & Dragons all day?

Eric Garrett
Via the Internet

Actually, we recently graduated to Advanced Dungeons & Dragons, thank you.

It's the End of the World As We Know It

It's 1999. Chrono Trigger states that the world will end this year. Head for the hills!

Anthony Kramer
Via the Internet

We gave up believing everything we read in games a long time ago. Mario Party told us that we were Superstars, and our agent has yet to call.

Drive, He Said

I was reading Volume 120 and saw on a picture of a Subaru in Top Gear Pocket on page 118. On the front of the car, it says "SUG-ARU." My family owns a Subaru and it's a very nice car. Why not give credit where credit is due?

Daniel Tkacik
Via the Internet

Maybe Kemco thinks the cars in Top Gear Pocket are sweet rides?

Radio Daze

Recently, I was playing my N64 with the television muted and listening to music on my portable radio. I turned the tuning dial on my radio and started picking up the music and sounds from the game. I'm curious as to how my radio would pick up audio from my N64.

Jeremiah Wolff
North Charleston, SC

This can happen if you are using an RF Adapter to hook your N64 (or any other Nintendo system) to a television without audio/video inputs. The RF Adapter converts the digital signal from the N64 to an RF (radio frequency) signal that the television can read. The signal can then "leak" out and be picked up by a portable radio that's tuned to a low AM frequency in the neighborhood of 590. It's the same reason you can sometimes hear the radio on a cordless phone or over a baby monitor.

Move Over, Hanson...

Ever since playing The Legend of Zelda: Ocarina of Time, I have been crazy for ocarinas. I finally bought one, and now I can really play the Song of Time. Eat your heart out, Hanson!

Chris Burnikel
Via the Internet

The 1998 Zelda Awards

I can't believe that Zelda swept the entire Power Awards this year! It's a great game, but there were so many other awesome games that deserved recognition, too! I hope none of the other characters got their feelings hurt. You should use a system that prevents one single game from blindly winning every category.

Doug West
Los Angeles, CA

The Power Awards are based on votes from gamers like you. We tried to encourage voters not to give Zelda all of the kudos, but apparently most gamers wanted it to own the limelight. In additon to sweeping our Power Awards, Zelda also won six awards at the Academy of Interactive Arts and Sciences E3 ceremony. Most of the characters took the news pretty well—except Banjo. After finding out he'd lost to some Hylian with pointy ears, he locked himself in his house with a few gallons of honey-flavored Häagen-Dazs and refuses to answer the phone.

You Say To-*may*-to, I Say To-*mah*-to

In the Super Smash Bros. manual, your Nintendo Power article and the game itself, the Maximum Tomato is referred to as a vegetable. Well, I have news for you. Tomatoes are fruits, not vegetables.

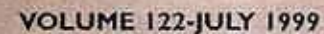
Mike Georgia
Via the Internet

We meant no offense to the distinguished tomato family



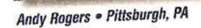
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Andy Rogers • Pittsburgh, PA

power charts

Bam! Oof! Pow! That's the sound of Super Smash Bros. brawling it's way into the the number four spot on Power Charts this month. What a debut! We're curious to see if the rough-and-tumble crew has what it takes to knock Zelda from its perch, or will that honor go to Anakin Skywalker?

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



Zelda refuses to relinquish the top spot on the Nintendo 64 charts. The Hylian hero even makes a second appearance by starring in Super Smash Bros., which clocks in at number four.

2 GOLDENEYE 007



3 MARIO PARTY

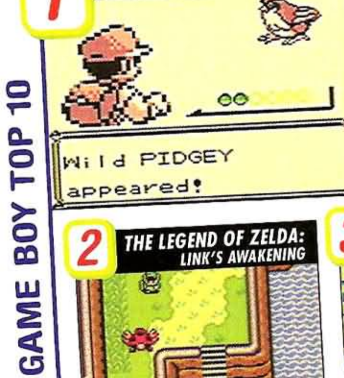


	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	7
2	GOLDENEYE 007	NINTENDO	2	31
3	MARIO PARTY	NINTENDO	3	4
4	SUPER SMASH BROS.	NINTENDO	—	1
5	STAR WARS: ROGUE SQUADRON	LUCASARTS	4	6
6	WCW/NWO REVENGE	THQ	6	8
7	BANJO-KAZOOIE	NINTENDO	5	12
8	TUROK 2: SEEDS OF EVIL	ACCLAIM	8	8
9	SUPER MARIO 64	NINTENDO	7	34
10	BEETLE ADVENTURE RACING	EA	15	2
11	MARIO KART 64	NINTENDO	9	31
12	NFL BLITZ	MIDWAY	11	8
13	VIGILANTE 8	ACTIVISION	19	3
14	SOUTH PARK	ACCLAIM	—	6
15	WWF: WARZONE	ACCLAIM	12	9
16	CASTLEVANIA	KONAMI	13	3
17	STAR FOX 64	NINTENDO	10	26
18	1080° SNOWBOARDING	NINTENDO	—	14
19	DIDDY KONG RACING	RARE	14	20
20	F-ZERO X	NINTENDO	—	7

GAME BOY TOP 10

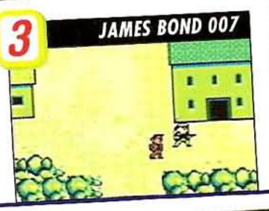
1 POKéMON

2 THE LEGEND OF ZELDA: LINK'S AWAKENING



From now on, when a classic Game Boy Pak with a DX version hits the Power Charts (such as Tetris DX), we will include the DX version and continue to honor the number of months the original game has been on the chart.

3 JAMES BOND 007



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	8
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	75
3	JAMES BOND 007	NINTENDO	3	15
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	—	79
5	DONKEY KONG LAND 3	NINTENDO	9	20
6	A BUG'S LIFE	ACTIVISION	—	1
7	FINAL FANTASY LEGEND 3	SQUARE	6	70
8	TETRIS/DX	NINTENDO	4	80
9	WARIO LAND II	NINTENDO	8	16
10	DONKEY KONG LAND	NINTENDO	5	54

MOST WANTED



1. POKéMON STADIUM (N64)
2. POKéMON SNAP (N64)
3. POKéMON YELLOW (GAME BOY)
4. SUPER SMASH BROS. (N64)
5. WWF ATTITUDE (N64)
6. STAR WARS: EPISODE I: RACER (N64)
7. DONKEY KONG 64 (N64)
8. RESIDENT EVIL 2 (N64)
9. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
10. SUPER MARIO 64 2 (N64)

and have apologized to NATA (National Association for Tomato Awareness). Who's idea was it to call a tomato "fruit," anyway?

The Bus Stop Blues

One morning, I went out to the bus stop too early. I got really bored waiting, so I started humming Zelda tunes. When I hummed Epona's Song, the bus came!

David O'Farrell
Via the Internet

Post-Zelda Withdrawal Syndrome

Quick...need...RPGs for N64...finished Zelda...must find new...adventure...gasp!

Billy Lewis
Via the Internet

I loved every minute of The Legend of Zelda: Ocarina of Time, but now that I've played it through a couple of times, I need a new RPG challenge. Is there anything on the horizon?

Danny Mendoza
Via the Internet

Indeed there is. Check out our preview of Konami's Hybrid Heaven in this issue. It combines the exploration element of a good RPG with great action sequences. It just might be what you're looking for. Also, Kemco's Shadowgate: Trials of the Four Towers for the N64 might be your bag. And, be on the lookout for NomenQuest, Eternal Darkness and Rainbow Six—all were featured in our last issue's E3 preview. There're quite a few adventures heading your way on the N64 in the coming year.

Drivers Wanted? Driver Delivered.

Jon Allen likes to drive in style. And why shouldn't he? He's the winner of a brand new Volkswagen New Beetle, after all. Jon knows the key to winning big with Nintendo Power is sending in the Player's Poll Contest Form. Not only did Jon drive home a sweet set of wheels in Vol. 115's Player's Poll Contest, he also nabbed a copy of Kemco's Top Gear Overdrive for the N64. Between the wattage of the Beetle's headlights and Jon's million-dollar smile, the streets of Mesa, Arizona, will definitely be a bit brighter from now on.



Jon Allen jumped for joy when Nintendo Power handed him the keys to a sparkling New Beetle.

WINNER!



Jacob Gibson • Charles City, Iowa



Daniel Velasquez • Heber, California

WRITE AWAY RIGHT AWAY!

Have you started snapping pictures of Pikachu and the rest of the Pokémon gang yet? Not only is Pokémon Snap the first Pokémon game for the N64, but it's also the first photography game for any system. (With the exception of Game Boy Camera, of course.) What do you think of Pokémon Snap's unconventional game play? What kinds of new games would you like to see in the future? Write us, and let us know!

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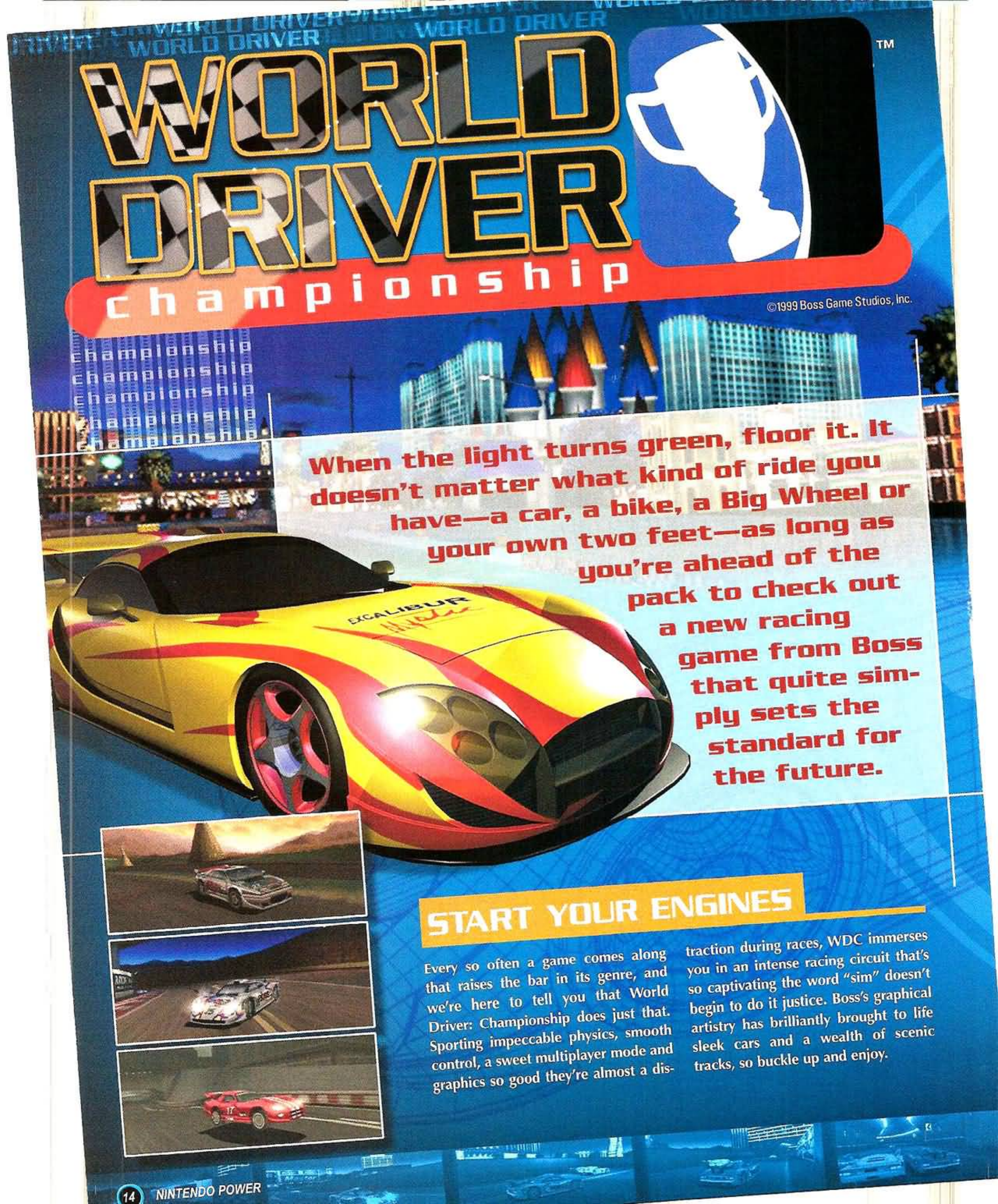
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NINTENDO POWER SOURCE
www.nintendo.com
E-mail: nintendo@nintendo.com



When the light turns green, floor it. It doesn't matter what kind of ride you have—a car, a bike, a Big Wheel or your own two feet—as long as you're ahead of the pack to check out a new racing game from Boss that quite simply sets the standard for the future.

START YOUR ENGINES

Every so often a game comes along that raises the bar in its genre, and we're here to tell you that World Driver: Championship does just that. Sporting impeccable physics, smooth control, a sweet multiplayer mode and graphics so good they're almost a distraction during races, WDC immerses you in an intense racing circuit that's so captivating the word "sim" doesn't begin to do it justice. Boss's graphical artistry has brilliantly brought to life sleek cars and a wealth of scenic tracks, so buckle up and enjoy.

IN THE DRIVER'S SEAT

Whether you're ready to scale the ranks of driving professionals over a long racing circuit or just want to take some automotive monsters out for a test drive, WDC won't disappoint. The controls are intuitive, but that doesn't mean you'll be an instant master. True to life, each car handles differently, and you'll need to spend time with each to become an accomplished driver.

CHAMPIONSHIP RACING



This is the real deal: You'll start out ranked 30th and have to impress teams enough to make them offer you their superior wheels. Placing high in the early cup races will earn you the points you need to start climbing the ranks.

TWO PLAYER VS.



You can play stacked vertically if you want, but WDC's Versus Mode also enables you to race side by side in high-res, with or without computer-driven opponents.

QUICK RACE



If you can't commit to the circuit or just want to practice, the Quick Race Option will put you behind the wheel for practice laps, a time trial, or an eight-car contest.

GT-2 CHAMPIONSHIP LINEUP

The GT2 will acclimate you in a hurry to big-time racing. It's difficult to impress teams enough to recruit you, and harder still to get them to allow you to race their souped-up cars. The opposing drivers have aggressive AI and polished driving skills, and as you race in more advanced cups they will often have much faster rides than you. Master an early track and race it a few times to earn a solid point base.

NOVICE CUP: 2 LAPS
1. Rome A
2. Hawaii A

SPIDER CUP: 2 LAPS
1. Hawaii C
2. Kyoto A

EMPEROR CHALLENGE: 3 LAPS
1. Rome B
2. Kyoto B
3. New Zealand C

SEASONS CUP: 3 LAPS
1. Rome B
2. Hawaii BR
3. Kyoto B

DRIVER'S CHALLENGE: 3 LAPS
1. Las Vegas A
2. New Zealand C
3. Lisbon C

ORCA CUP: 3 LAPS
1. New Zealand BR
2. Lisbon C
3. Black Forest A

ENDURANCE CUP: 4 LAPS
1. Las Vegas BR
2. New Zealand A
3. Rome BR
4. Lisbon CR

RING OF FIRE CUP: 5 LAPS
1. Zurich A
2. Lisbon A
3. Rome C
4. Kyoto C

ULTIMATUM CUP: 5 LAPS
1. Les Gets A
2. Hawaii B
3. Las Vegas AR
4. Rome CR

INVITATIONAL CUP: 15 LAPS
1. Lisbon BR

TEAMS AND VEHICLES

You'll start out with a choice between only the Kohr and Speedcraft teams, but climbing the ranks will quickly generate interest from other camps. Switching teams is often wise, but beware—some teams hold a grudge, and if you leave them once they may never take you back. Check the statistics of all of a team's vehicles and take a test drive before you come on board.

KOHR RACING



Kohr's Rage 512 EVO is a decent set of training wheels, but the C model leaves much to be desired in acceleration.

SPEEDCRAFT



Like the Rage, the Stallion is a good beginner car, but the Speedcraft team isn't very strong until you climb into their '99 car.

VIEWPOINT



The Elan Swift TT is a step up in speed and handling, and if you can gain access to Viewpoint's newer models you'll be sitting pretty.

REEDS



Although Reeds is known for its high-quality motorcycles, they've produced an excellent automobile in their R12 Manta series.

EUROSPEC



Eurospec can be a tough team to get along with, but if you can, you'll get to drive the highly responsive Ram Venom GTR.

TOTALSPORT



Both Furio LS models combine superb handling with quick acceleration, so climb into one the moment you're offered the chance.

ELITE



Elite's EXR Challenger is so light and fast that it could almost race in the GT1 circuit. Master this car and you'll own the competition.



GET ON TRACK

The replay mode—which includes fixed cameras and 360-degree view rotation—is so top-notch on WDC that it's easy to spend hours just watching how good you looked while you were racing. If you want to gain access to all the best cars, however, you're going to have to know every track inside and out. With three variations and backward and mirror alterations, there's a lot of ground to cover.

MAP LEGEND



A B C — Certain sections open and close as you visit tracks in different Cup races, so we've taken the liberty of showing the A, B and C variations in different colors on the maps. The Cup symbols along the top of each map show which Cups the track will be raced in.

ROME

Rome is the first course you'll race in the Championship, and you might as well get used to its twists and turns because you'll be seeing a lot of them in the future. The grand architecture lining the raceway is nice fare for tourists, but you'd better watch the road.





Slow down when you see the Colosseum looming on your right, because you're coming into a vicious left-hand sweep. Stomp the gas once you're through safely.



Stick to the inner lane and don't let off the accelerator as you go around the bend into the tunnel. It may look like a severe curve, but the wide road is forgiving.



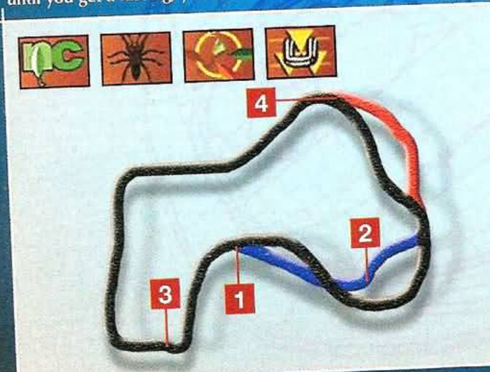
If you take this corner too wide you'll catch your tires in the sand and spin out. Decelerate before the curve, then open it up as you go between the houses.



Rome's C variation opens up a couple of nasty corners for your driving pleasure. Hug the outer edge as you approach the bend, then cut inside as hard as you can.

HAWAII

The sunny shores of the Big Island offer no relaxation when you enjoy them at 140 miles per hour, but such is the life of a professional racer. Hawaii's long straightaways cater to cars with a high top speed, so until you get a fast rig, you'll have to drive clean to win.





Be sure to remember which variation of the Hawaii track you're racing, otherwise you might whip around this corner and smash into a barrier you didn't expect to see.



As you pass under the bridge construction site, brake to take the corner. There's fine sand dusting the track's edge, so the slightest oversteering will spin you out.



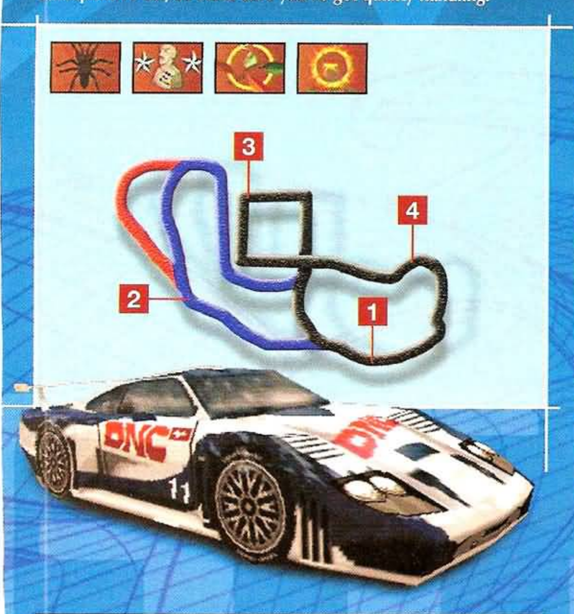
This elbow and the one before it are tough, as you'll be taking a downhill right angle through a tunnel. Brake early, then give it some gas to power-slide through.



What begins as a mellow curve becomes a nasty accident-in-waiting at this tunnel. Granted, smashing this wall won't damage your car, but it will slow you down.

KYOTO

The inclement thunderstorm building over the Japanese city of Kyoto does nothing to improve the visibility of this nighttime race. Chasing your headlights through the narrow city blocks will be tough with an unresponsive car, so make sure you've got quality handling.





You can burn through this area on the B and C tracks, but on A be sure to let off the gas a bit as you enter the tunnel. If you don't, you'll catch air at the entry and smash into the far wall.



As you cruise through the orchard on the B course, prepare for this corner early. If you don't brake and control your slide, you'll go top speed into the barrier and stop dead in your tracks.



The three right angles of Kyoto's central block are cruel and unforgiving. Take them tight at a little less than full speed and remember to steer into your skid if you start to fishtail.



The road surface goes from macadam to wood as you cross this ornate bridge. The curve isn't so brutal but the traction is dicey—control your skid well and you'll maintain speed.

NEW ZEALAND

You'll be left behind to watch the glider swoop around in the afternoon sunshine if you're driving an inferior machine in New Zealand. Combining long straightaways and nasty curlicues, this track requires a well-balanced car and an instinctive, knowledgeable driver.





The jagged S-curve on this stretch of the A track culminates in a nasty right elbow turn. If there's a racer nearby, get the inside track and use it as a bumper to stay off the wall.



The B variation offers an ugly little sidewinder here. Time your swerves properly to keep accelerating, but even a slight error will make you check the railing and go up on two wheels.



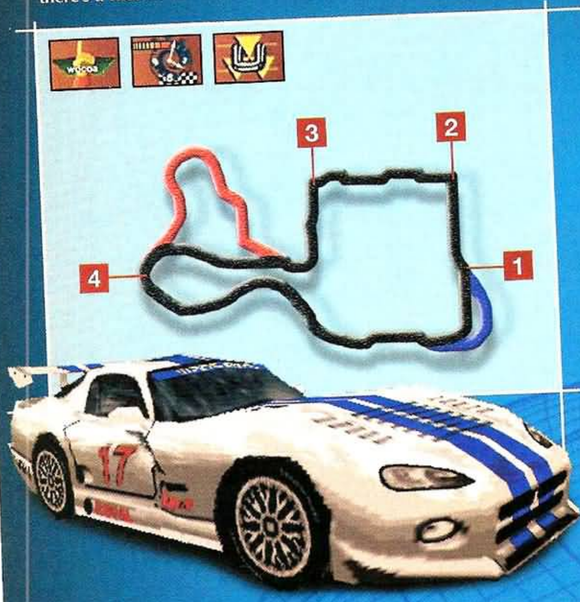
The long loop of the C course gets difficult only at the very end. Keep your speed up, then let off the gas just slightly before you reach the final stretch of the curve.



If there aren't any cars to shield you from the wall, you'll have to take this corner in the traditional manner: Come in wide and slow at first, then gun it as you pop out the other side.

LAS VEGAS

You've got a hot-looking, ultra-expensive and tricked-out car, and you're in Las Vegas in the middle of a clear Nevada night. We know you're tough, but try to tear your eyes from the lures of the nightlife—it's tough, but try to tear your eyes from the lures of the nightlife—there's a race to be run, and lounge lizards will be left behind.





Stop admiring the brilliant job Boss did with reflection mapping and light sourcing and concentrate on not skidding out as you cross the short patch of dirt a lazy construction crew dumped.



The tunnel looks deceptively gentle, but this left-hand turn will hammer you into the wall if you don't take it down a couple of gears. Luckily, the exit is wide and will allow some oversteering.



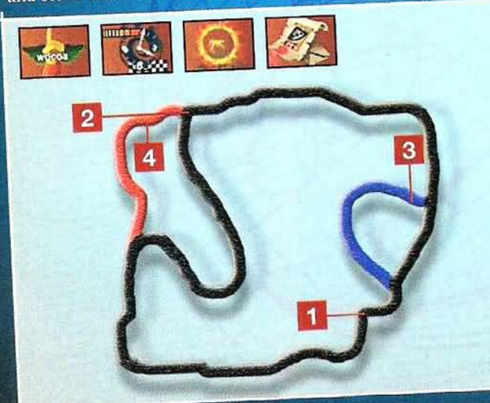
If you manage to make it through the hypnotic lights of downtown Vegas without parking at a casino, lunging at the nearest slots and gambling away your race winnings, take it easy on this corner.



Although narrow, the loop is long and relatively gentle, so you should be able to keep your speed up if you know your car well. Gentle touches as you power-slide will make the difference.

LISBON

Portugal has provided a beautiful evening for a race, but it's unfortunate you can't take in more of Lisbon's beauty as you churn up its cobblestone streets. The light mist that enshrouds the castles and stone monoliths also creeps onto the road, so stay alert!





A left bend suddenly becomes a hard right, and too much speed will yank your control. Get to the inside of the first curve, then crank the wheel and ride your power slide through the corner.



On the A and B tracks you'll take a hard left into an old neighborhood of Lisbon. Yes, the architecture is beautiful, and yes, the road is tooth-rattling—tune out the distractions and keep moving!



Be wary as you ride the big curve of the B track. If you don't treat this elbow with a bit of respect when you rejoin the main road, you'll have a rather intimate meeting with the wall.



You'll be staring directly into the setting sun for much of this stretch of road, so be sure to do practice laps until you know intuitively where the walls are and can anticipate the turns.

BLACK FOREST

Neither the awe-inspiring mountains on the horizon nor the likelihood of some tasty chocolate cake for the victor should distract you from this difficult raceway. The A track is short, the B variation long—and both of them are filled to the brim with brutal corners.



The Black Forest track is very skinny, and the dirt cover that lies just off the edge of the pavement will spin you out if you lay a single tire on it. Stay on the road or you'll be toast.



This curve isn't anything new to you technically, but there's no concrete embankment to ricochet you back to safety if you mess up. Be in total control or you'll lose it.



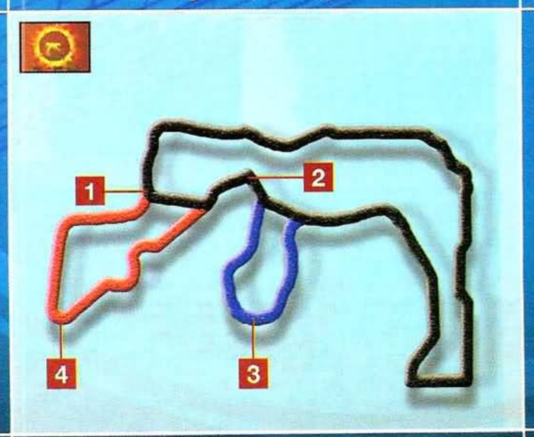
Corners like this are a common sight throughout the game, but you never get used to the vision of your own car exploding around it in a burst of engine noise and smoking tires when you watch it on replay.



The savage 180-degree switchback on the B course turns into a nightmare if a bunch of cars clog up on it. If you're lucky enough to be ahead of the pack, floor it once your nose clears the inner wall.

ZURICH

The morning commute in Zurich doesn't typically involve traffic that moves over 100 miles per hour, but today's a race day. Prepare to blast through the patches of morning mist that cling to wet sections of the track as rail commuters gawk at you through their train windows.





Get the inside line on this corner. You know the computer drivers would ram your sideboard in a second if they got the chance, so what's stopping you from using them for cornering assistance?



The sharp angle here will spin you out if you cut it too close, so perhaps it's better to play it safe. Slow down a smidgen and start your slide early—you'll end up a little wide, but unscathed.



The difficult elbow at the outer reaches of the C variation is a headache, but it'll serve you doubly well to take it a little slow, because the upcoming S-curve requires some deft maneuvering.



The B track opens a gentle loop through a particularly misty section of the Zurich area. Stay on the gas and check out the replay—the mist and collected water make for some stunning visuals.

LES GETS

The French Alps are one of the premier choices for ski and snowboard fanatics because of the excellent snowfall and optimal winter conditions. The GT2 sponsors have decided to clear the snow and ice off the roads and race very fast cars there. It's probably safe, right?





You'll have to take the entry and the exit to this loop at low speeds, but in the curve itself you can afford to open it up a bit. The wide road will help you learn to control your drifting.



After opening the throttle all the way on the straightaway, slow it down at the switchback or pay the price. If you can slide around the corner with any speed, you'll take a substantial lead.



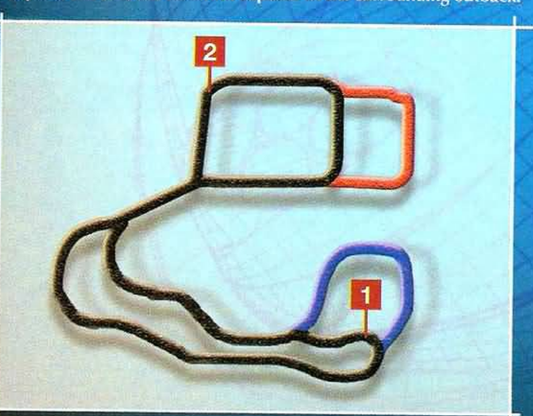
Coming into this corner of the B track too wide will be more costly than usual because of a roadblock cordoning off the C variation. Control yourself, because if you hit it, you're finished.



If you can master a perfect drift through the length of the C track's curve, you'll powerslide your way to a big lead, but beware: The angle's not as friendly as it may look on the map.

SYDNEY

You won't even get the chance to check out the track down under until you qualify to race with the big boys in the GT1 circuit, but we figured a sneak peek wouldn't hurt. Get behind the wheel of a monster and be prepared to be buzzed by barrel-rolling Australian fighter jets as you take a long tour through downtown Sydney and explore the arid but beautiful expanse of the surrounding outback.





The first part of this loop is the most severe, but if you can get around it without scraping up your paint job you'll have a chance to floor it through the curve's exit and blast ahead to take the lead.



Your scenic tour through the sandy wilderness just over the bridge from Sydney involves three elbow turns, but they aren't very imposing—you should be able to take them at almost full speed.

JUST THE BEGINNING!



You have not yet begun to drive. The circuit you've just mastered is the kid brother of a big, bad racing regimen. The GT1, accessible only after you beat the Invitational Cup, offers more Cups and 17 new, seriously speedy rides. Want to see it? Put it in gear!



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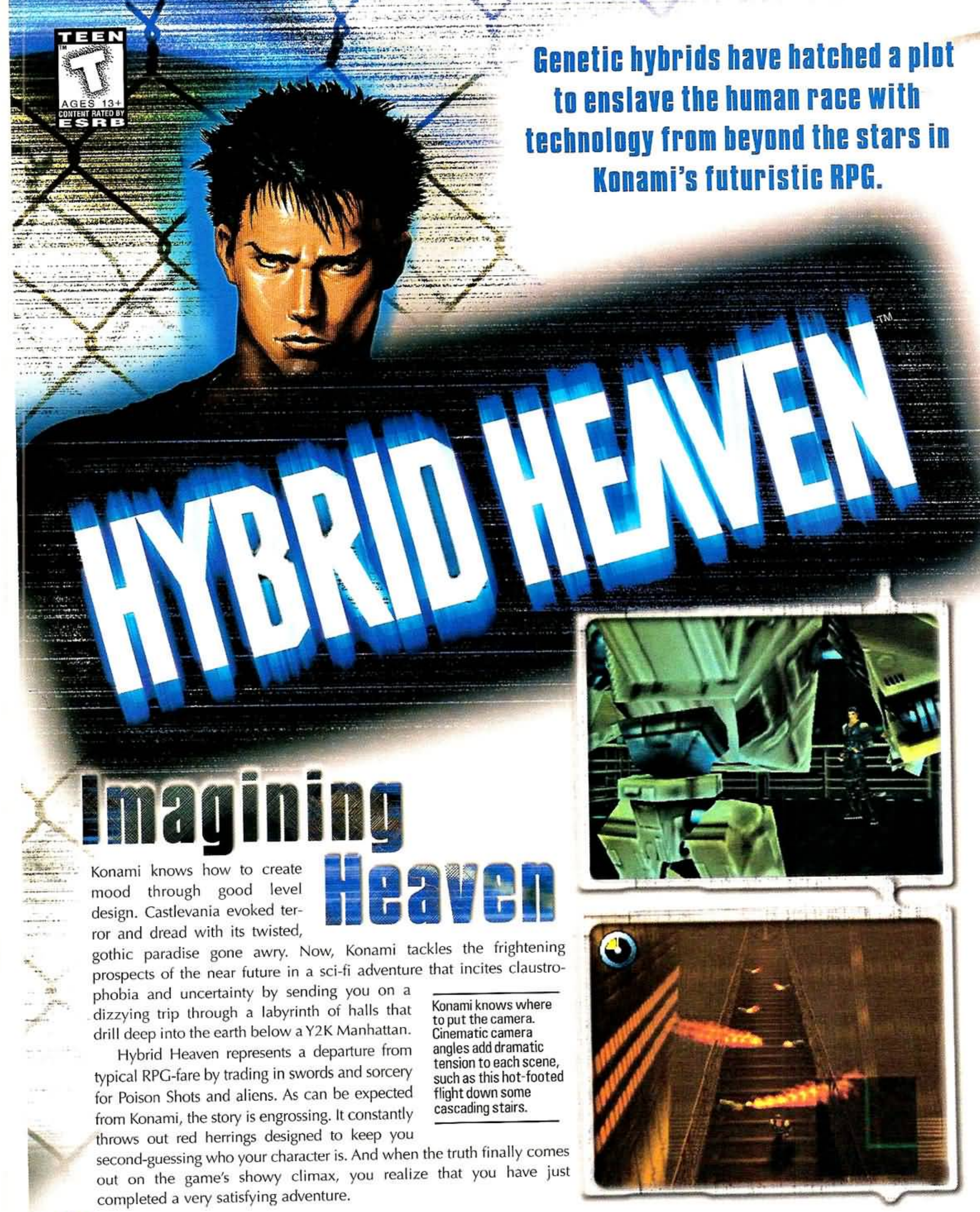
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SHADOWGATE 64
TRIALS OF THE FOUR TOWERS

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Genetic hybrids have hatched a plot to enslave the human race with technology from beyond the stars in Konami's futuristic RPG.

Imagining Heaven

Konami knows how to create mood through good level design. Castlevania evoked terror and dread with its twisted, gothic paradise gone awry. Now, Konami tackles the frightening prospects of the near future in a sci-fi adventure that incites claustrophobia and uncertainty by sending you on a dizzying trip through a labyrinth of halls that drill deep into the earth below a Y2K Manhattan.

Hybrid Heaven represents a departure from typical RPG-fare by trading in swords and sorcery for Poison Shots and aliens. As can be expected from Konami, the story is engrossing. It constantly throws out red herrings designed to keep you second-guessing who your character is. And when the truth finally comes out on the game's showy climax, you realize that you have just completed a very satisfying adventure.

Konami knows where to put the camera. Cinematic camera angles add dramatic tension to each scene, such as this hot-footed flight down some cascading stairs.



The Conspiracy

THE MAN BEHIND THE MAN BEHIND THE MAN...

As the year 2000 draws to a close, United States President Weller is primed to announce an important nuclear arms treaty with Russia. Unseen forces do not want this treaty to be signed. A secret service agent, Johnny Slater, has been assigned by his shadowy superiors to help replace the President with a clone. Imposters have replaced all of the secret service agents close to the President to aid in the switch. To carry out his nefarious task, Johnny must first contact the mysterious Mr. Diaz in a dingy New York subway station. The meeting goes as planned, until Mr. Diaz receives fuzzy telepathic signals instructing him to shoot Johnny where he stands.

Dark-suited guards are alarmed by this violent behavior and take Mr. Diaz "underground" to a mammoth facility beneath Manhattan where they will deprogram him. They demand to know why their most trusted aide betrayed them, starting a chain of events that might disrupt a scheme decades in the making. But who exactly is this mysterious party that wants to unseat the President and bring about a new world order?

As you play Hybrid Heaven, you'll discover the strange identity of Mr. Diaz and whom he really works for. You will find out who gave the humans the ability to splice genes and create clones of human beings, and more importantly, what they plan to do with their newly harvested army.

The Hybrids, a race of genetically engineered beings, manage to replace the President with a clone. You must descend into the alien complex and recover the President before the Hybrids harvest his memories and dispose of his body.

HEEEEEEERE'S JOHNNY!

That subway station certainly isn't the last place you'll see Johnny Slater. He has a date with his girlfriend, Holly, under the Christmas tree in Washington D.C., on December 24, and he'll be no Johnny-come-lately. How will he rise again? Perhaps an alien race, driven into hiding by the Hybrids, knows a secret that will reveal Johnny's fate, his identity and the destiny of humankind.

A clandestine meeting with the Gargatuans reveals Johnny Slater's true whereabouts.





Touring Heaven

It's a stark-looking future. If the plot to overthrow humanity is successful, we can expect the surface to become as somber as the spiraling hallways of the cloning facility beneath Manhattan.

The main course of action in Hybrid Heaven is exploring. Search behind every door and in every box. Sometimes, you will be pleasantly surprised by finding discarded Life Charges and Ion Shots. Other times you will come face to face with a menacing Hybrid. And if you're lucky, you'll discover somebody who is willing to tell you a snippet of the secret of your existence and its relation to the upcoming invasion.

THE FACILITY

You start on the top floor of the underground complex, built beneath the hull of the Gargatuan spaceship. Slowly, you descend further into the steel and concrete madness, making stops at a cloning facility, Dr. Bross's lab and the hiding place of the Gargatuans until you reach the core of the complex. In addition to walking and jumping, you are also able to crawl through tight spaces to avoid trouble and use your phaser to destroy the sentry droids.

The threat of danger is constant. The Hybrids will stop at nothing to keep you from disrupting their schemes. They will release giant beasts that look as if they leaped out of a horror movie to trap you. They will use mutants to corner you on catwalks that hang above bottomless chutes. You must be fast with your feet and reflexes if you want to survive.

Laser-wielding security systems monitor hallways and doors. If you can stay out of range, you can slip by undetected. Or you can use your phaser to blast the droids from a distance before they open fire on you.



HYBRID HEAVEN

Heavenly Showdowns

In Hybrid Heaven, you don't find trouble—trouble finds you. A great deal of time in Hybrid Heaven is spent fighting. As you comb the depths of the alien complex searching for shreds of your own identity, you will come face to face with some of the oddest creatures ever to take polygonal form. Beasts resembling scaly mummies, walking fungi, brutish robots and mischievous armadillos will approach you looking for a good scrap. Be sure to give it to them. Not all of your assailants will be mutants, though. Count on wrestling with a few facility workers and dark-suited ruffians who have obviously lost their sense of humanity.

TAKING TURNS

Fighting in Hybrid Heaven is slightly unconventional. Instead of having a real-time brawl, you use a turn-based system to rough up your attacker. Weapons do exist in Hybrid Heaven, but most of the action comes from fisticuffs showdowns.

Most Hybrids will zero in on you and pick a fight. If you challenge them straight on, you can often get in the first hit. Some monsters will drop from the ceiling and, by virtue of surprise, throw the first blow before you have a chance to power yourself up. You can outrun most enemies, but the only way to improve your character's physique is to engage in hand-to-hand combat.

When the fighting begins, you must wait until your power meter enters the green before you can swing. The fuller your power meter, the stronger your punch or kick will be. As you earn levels, you will be able to fill your power meter multiple times and pull off amazing combos that will lay waste to your opponent.

When you choose to attack, a menu that lets you select the kind of punch or kick you want to use appears. If you grapple with the enemy, you can use various body moves like the Bridge Suplex. You receive warnings when your attacker is about to lunge at you. A menu pops up and you can choose to guard, step away or counter the attack.

Refer to the Status Screen to get an idea of which parts of your body could use a work out. If your arms are weak, try punching easy enemies to power them up. Keep your body in balance.



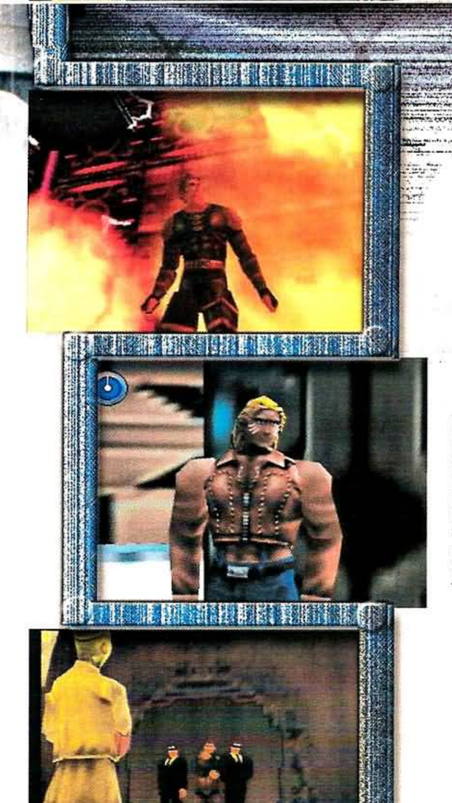
WORK YOUR BODY

As you defeat enemies, you assimilate their moves into your attack menu. You start out with just a few different punches and kicks, but by the time you reach the core, you will have acquired an impressive arsenal of moves like Boston Crabs, Soccer Kicks and Brainbusters.

When you defeat a Hybrid, it often leaves behind an item. The most common items are Life Chargers, and you can also pick up Speed Enhancers, Stamina Chargers and Offense Raisers. Occasionally, you pick up phaser upgrades like Hurricane and Poison Shots, which are long-range weapons and very useful against the wilder Hybrids you find in the bowels of the complex.

Keep an eye on your character's status. Your body is constantly upgrading, depending on how you use it during showdowns. If you are repeatedly kicking your opponents with your right leg, that particular leg grows stronger. If you don't punch often, your arms remain relatively weak. Defensive capabilities are handled in the same way. If a body part is repeatedly hit, it becomes sturdier and less susceptible to damage.

In addition to thumping your foes with well-placed punches and kicks, you can unholster your phaser and start shooting. Ice Shots freeze enemies in their tracks, Hurricane Shots blow them off their feet and Ion Shots give them a shock they won't forget.



Technical Heaven

The architecture in Hybrid Heaven is stunning by design, but when viewed through a high-resolution mode—courtesy of the Expansion Pak—the sights are truly heaven-sent. Hybrid Heaven prides itself on providing an incredible cinematic experience through the use of creative camera placement, but if you really want to feel like you're playing at the local multiplex, switch to the high resolution letterbox mode and experience the game as a sweeping sci-fi epic. No matter which resolution you play Hybrid Heaven in, you will be impressed by the visuals. The animation is smooth, the polygons are crisp, and the environments are bathed in some of the best light-sourcing seen on the N64.

Mr. Diaz, the mysterious liason between Hybrids and the surface, has a reputation for fierce loyalty. His allegiance brought into question when he betrays his employers by dispatching Johnny Slater.

Hybrid Heaven also employs the Rumble Pak. During your sparring matches, you'll feel every kick and punch. By the time you're finished with Hybrid Heaven (judging from our experience, it will take you well over thirty hours of game play to unravel the conspiracy), your hands should tingle from the repeated brawls with the rowdy Hybrids. You can use the Controller Pak to save up to four different games at once.

Heaven on Earth

Konami has a winner on their hands. Hybrid Heaven is an extremely promising adventure game that should also nicely fill an RPG niche in the Nintendo 64 library. The turn-based fighting sequences may feel odd at first, but you'll soon settle in to the intuitive controls. The story line is quite complex and compelling, one that will appeal to more "mature" gamers. Hybrid Heaven is on course for a Teen rating.

This summer, be on your best behavior because you'll definitely want a ticket to this Heaven.



Dr. Bross, a madman behind the creation of the Hybrid army, has a few secrets of his own. What is the wild-haired doctor's ulterior agenda? Will Johnny live to find out?



FRAG AND FRAG AGAIN

The few. The proud. Perhaps those words so accurately describe the marines in Quake II because only a true hero can battle the game's ruthless aliens. And perhaps that's what makes Id Software's Quake II so appealing to PC gamers. The multiplayer frag matches also boosted the game's appeal, and Activision's N64 version recaptures the four-player glory. Rated M, Quake II is definitely for mature gamers only. This month's strategies will unlock some of the game's secrets.



RIOT GEAR

When enhanced by the Expansion Pak, Quake II runs with sharper graphics and more dynamic lighting, but, with the exception of some minor map changes, it's much like its PC counterpart. Sporting the same weapons, the N64 version also introduces an all new item.

ITEMS

ARMOR



As a marine, you must save the world from the ravenous Strogg aliens who threaten the human race. You'll need plenty of protection since the Stroggs deal plenty of damage, so don't take any flak by shielding yourself with Armor Shards and body armor.

SPECIAL ITEMS



The Stroggs have bionic weaponry that gives them an edge over humans, but you can find special items that will level the battlefield. Adrenaline will raise the ceiling that limits your health points, and the new Invisibility item will help you with sneak attacks.

SPOILS OF WAR





It may seem like the Quake II marines' motto is "Semper Frag," but the game isn't all about the thrill of the frag. Quake II is mission based, and strategic planning comes into play. Marines must search for Explosive Charges and Environment Suits to complete their objectives, and, more importantly, they must find medical supplies to heal themselves from the unhealthy doses of Strogg assaults.

WEAPONS

SHOTGUNS



The Shotgun and faster-blasting Super Shotgun require shells as ammo. Neither weapon has rapid-fire capabilities, but both pack powerful punches, especially at close range.

LAUNCHERS



The two varieties of launcher—Rocket and Grenade—fire explosives, so use them for long-distance battling or you could get caught in your own blast.

MACHINE GUNS



Weapons that use bullets, Machine Guns and Chain Guns, are among the few rapid-fire weapons in the game. While they're quick, they're not as harmful as most of the slower weapons.

RAIL GUN





One of the game's trademark weapons is the Rail Gun, which spews out its ammo in a spiraling path. Though not the fastest gun in the west, it's mean enough stop the Stroggs.

ENERGY WEAPONS



Energy fuels weapons like the Hyperblaster, a rapid-firing pulse gun. Unlike its cousin, the BFG is slow firing and takes a while to charge up, but when it does, it packs a wallop.

SECRETS REVEALED

To be worthy of any Quake Clan, you must find every secret in each of the game's levels. Helping you reach esteemed marine major status, this battle plan will detail all the secrets buried in Quake II's first two worlds.

STROGG OUTPOST





Aside from the instance when the game suggests that you "shoot the button to open a secret area," three of the introductory level's secrets will be elusive...until now.

1 AQUA MARINE

When you reach the room filled with pools of purple water, dive in to search the depths beneath the main pathway. In the water you'll find shells and Armor Shards, but be quick with your dip or you'll run out of air and drain your health.





2 ELEVATOR TO INVISIBILITY

Overlooking the purple water is a conveyor belt. Hop onto the ledge next to it, then back into the corner by the elevator belt. When a platform lifts you up, leap onto a conveyor belt crate to ride it to a secret area above the exit door.





3 BARREL BLASTING

Hop off the ledge in the room with the two crate elevators. On the floor below is a ladder, and behind it are some barrels. Blast them from a distance, and, when they explode, they'll blow up the wall behind them that concealed a secret area.





THE LAST HURRAH

The Stroggs will go down fighting, so keep your distance even after you've defeated one. Some will explode once you've taken them down, while others will fire off one last shot. Sidestep or back away to avoid their final farewell.



CENTRAL COMPLEX





Once you've infiltrated the Stroggs' base, you must sabotage their operations. Underhanded aliens, the Stroggs have hidden three secrets that will help you in battle.

1 COMBAT ARMOR

In the first room, hop onto the stack of boxes, then face the nook carved into the left wall of the area. Inside sits a yellow suit of armor that you can try on for size once you've jumped off the crates and into the alcove.





2 ADRENALINE RUSH

For a rush of Adrenaline, walk down the ramp that leads from the room that houses the Explosive Charges. A few barrels sit in a corner of the lower level, and once you've destroyed them, you'll be able to snag the power-up.





3 POWER AMPLIFICATION

A blue panel hangs to the left of the Security Terminal that you must blow up with Explosive Charges. On the right side of it floats the Power Amplifier that resembles the Quake logo. To reach the temporary weapon upgrade, leap to the panel.





GROSS POINT BLANK

The closer you get to a Strogg target, the more damage you can do. Since many enemies are slow to reload or power their weapons, you can charge them to do greater damage, then retreat to safety before they can retaliate.



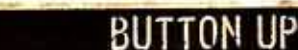




INTELLIGENCE CENTER



The Strogg Data Discs that you must steal are hidden in the Intelligence Center, which is also the site where the aliens wise up to your attacks and tactics.



1 BUTTON UP

Once you've passed through the first door leading from your starting point, look up to target the button in the ceiling above the doorway. When you shoot it, you'll open the area across the threshold that contains the Jacket Armor.





2 X MARKS THE SPOT

Stacked in the room beyond the hall pierced by green laser beams is a pile of boxes. Above the crates is a wall panel emblazoned with an X. By shooting it you'll expose a secret duct where you'll find an Ammo Pack.





3 SPARKS MARK THE SPOT

In the same room where you find the Data Disc is a stack of boxes with shells on top. In the nearby corner, blue sparks flicker out of a crack in the wall. Fire your way into the crack to uncover a hidden cache of grenades.





COMMUNICATIONS CENTER



Once you've smuggled the Data Disc out of the Intelligence Center, your next mission will be to upload them to uncover more info on the Stroggs' strongholds.

1 BESIDE THE ELEVATOR

As soon as you begin your mission, step off the elevator, then look up to shoot the yellow switch on the ceiling. By tripping it, you'll open the room neighboring the elevator and expose a pair of health power-ups.





2 SWITCH AT THE STAIRS

Follow the blue hallway that leads from the Pump Room with the green pool. Enter the room at the other end of the corridor, then blast the switch on the right side of the stairway to open the secret area directly across from the steps.





3 ENVIRONMENT SUIT

After shutting off the pump, follow the catwalk to where it overlooks the pump and green pool. Jump to the pile of boxes to claim the Environment Suit, then put it on to safely dive into the green water where you'll find the Mega-health.





SPLASH DAMAGE

A launcher weapon can be a powerful ally, but beware of its blast radius. Avoid using launchers in close quarters or your rockets or grenades could skim a wall or catch on a doorway, detonating them earlier—and closer—than planned.



ON THE REBOUND

If you can see a Strogg, then the alien can set its sights on you, too. To battle Stroggs while staying out of their striking distance, bounce your grenades off walls. By using bank shots, you can ricochet your grenades their way.





ORBITAL DEFENSE



In the second world, you'll stay light on your toes by deactivating the Orbital Defense's Gravity Generator. If it's activated, you won't be able to reach some secrets.

1 FLOATING ABOVE THE STAIRS

Turn right after leaving the short hall that leads from your starting point. When you reach the red panel, shoot the switch above it to open a room above the neighboring staircase. Once the gravity is off, you can float to the secret area.





2 CEILING CRACKS

If you turn left after leaving the short hall that leads from your starting point, you'll meet an Iron Maiden. Above her is a crack in the ceiling. If you shoot it, you'll cause the Megahealth holed up inside it to fall at your feet.





3 HOP ON THE BOX

In the room that contains the Explosive Charges is a secret area that you can activate by hopping on top of a pile of boxes stacked in a corner of the area. The hidden nook that you uncover serves as a closet for a suit of Combat Armor.





4 LAUNCHPAD

When you enter the launch pad room, you'll receive a warning that a ship is blasting off. Quickly enter the room, then dive under the ship before the floor beneath it closes back up and prevents you from reaching the secret area below.





DOCKING STATION



In the final level of the second world, you'll reach the Stroggs' Docking Station. There you must destroy their generators and escape on one of their shuttles.

1 UNDER THE ELEVATOR

An elevator takes you out of the first Generator Room where you must leave an Explosive Charge. Step onto the elevator platform, then step off so the lift rides up and exposes the floor switch that unlocks the adjacent computer panel.





2 ON THE PANEL

Lining the hall leading from the second Generator Room are red panels. There's a switch on the first one you pass. Jump onto the panel to trip the switch, then head left to enter the secret area you've unlocked in the corner of the corridor.





3 THE BLACK BOX

After disabling the Phase Arrays, reenter the room with the spinning blue spheres, then enter the adjacent room that was once shielded. Shoot the black crates inside, then blast the switch that one of them covered up to access a secret.





AFTERSHOCKS



After you've shaken things up in Quake II's first two worlds, 13 levels will remain in the Stroggs' stomping grounds. A few dozen more secrets and plenty more alien Stroggs will abound, and they'll fight to guard their hidden treasures. At this point, you're no longer a newbie marine, so you'll know that brainpower—not firepower—will help you uncover the game's well-concealed secrets.


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POWER'S VIRTUAL E3

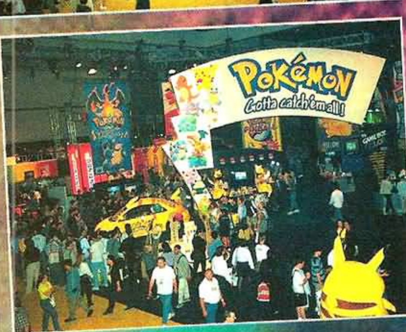
Welcome to Nintendo Power's virtual version of E3 where you can browse the booths and view the games that made headlines at the big show in L.A.



NEW TECHNOLOGY!



The Electronic Entertainment Expo (E3) returned to the Los Angeles Convention Center in 1999, and Nintendo of America was there to showcase a vast and varied game lineup and unveil the future of Nintendo gaming. Join us as we revisit the show floor in the next five pages.



DOLPHIN IN 2000

The biggest surprise of E3 came during the Nintendo press conference one day before the official opening of the show. Howard Lincoln, Chairman of Nintendo of America, revealed several major partnerships and technical details about Nintendo's next video game system. Codenamed "Dolphin," the next millennium console will feature an ArtX graphics processor, a 0.18 micron, copper technology IBM CPU, and a DVD drive supplied by Matsushita (Panasonic), the largest consumer electronics company in the world. Several game design studios are already working on titles for the new system, including Rare, Retro Studios, and Nintendo's EAD group headed by Mr. Miyamoto in Kyoto, Japan. With the best hardware and the most talented game designers in the world, Dolphin is destined for greatness.

DOLPHIN FACTS:

- IBM 400 MHZ CPU (codenamed Gekko)
- 0.18 micron copper technology
- ArtX 200 MHZ graphics processor
- DRAM memory, 3.2 GB/sec bandwidth
- Matsushita DVD with counterfeit protection
- System launch by the end of 2000.









AND THE WINNER IS...

Entertainment stars such as Coolio, Ben Stein and Sugar Ray Leonard came out to celebrate the second annual Interactive Achievement Awards sponsored by the Academy of Interactive Arts and Sciences, but they all had to take a backseat to a man named Miyamoto. The two hour-long gala was dominated by Nintendo and N64 titles for the second year in a row. This year the big winner was The Legend of Zelda: Ocarina of Time, which won all but one category for which it was nominated, and that category was won by Pokémon. The avalanche of accolades for Zelda began with craft awards for Outstanding Achievement in Interactive Design and Outstanding Achievement in Software Engineering. Zelda continued its roll with the award for Console Role-playing Game of the Year, Console Adventure Game of the Year, and Console Game of the Year. Zelda's final award, Game of the Year, covered all categories of games and platforms.

Zelda's six awards were followed by Banjo-Kazooie's two awards (Outstanding Achievement in Art/Graphics and Console Action Game of the Year) and two PC awards for Half-Life. Pokémon took the award for Outstanding Achievement in Character or Story Development. 1080° Snowboarding grabbed the Console Sports Game of the Year award while WCW/NWO Revenge for N64 from THQ claimed the Console Fighting Game of the Year award.

In addition to his six trips to the podium to accept awards, Mr. Miyamoto also introduced Sid Meier—the creator of Pirates, Civilization and Railroad Tycoon—as the second inductee into the academy's hall of fame. Last year, Miyamoto became the academy's first hall of fame inductee.



"In my mind, I'd always envisioned what a game like Zelda could look like, and with the N64, I was able to create it," said Shigeru Miyamoto, Nintendo's master of game design. "Now, with the Gekko processor (the codename for Dolphin's IBM manufactured CPU) I can see an opportunity to take game designs to a new level."



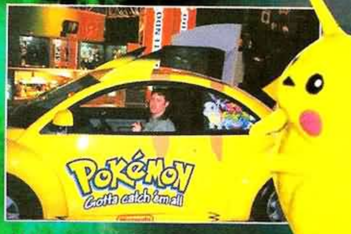
At the entrance to Nintendo's E3 booth, a life-size replica of Anakin Skywalker's Podracer hovered above the giant Nintendo sign, promising a world of video game thrills inside.

"Designing games is an ever-changing process, and this chip, with its speed and seamless data flow, will allow us to make even more amazing games," explained Chris Stamper, chairman and technical director of Rare, Ltd.



Perfect Dark appeared in a stylishly futuristic hall where players tested Rare's upcoming hit on impressive 40" flat screen monitors. Joanna Dark even made a personal appearance.

GIANT FUZZY MASCOTS!

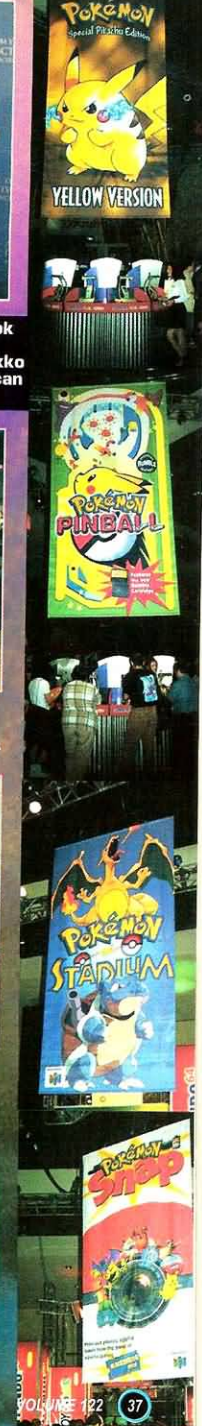


At the other end of the Nintendo booth, the Pokémon center featured one of Nintendo's Pikachu-style New Beetles and a giant Pikachu mascot who greeted the crowds.





At the heart of all the action rose the DK 64 mountain and stations for playing both DK 64 and Jet Force Gemini. It was the first time either game appeared in playable form in public.



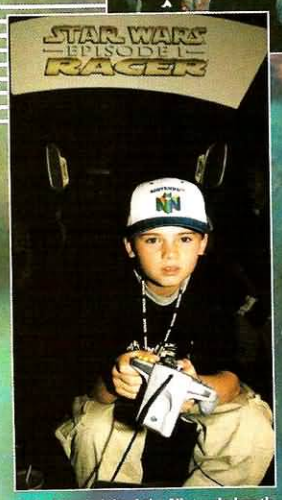
GAMES, GAMES, AND MORE GAMES!

THE HITS KEEP ON COMING

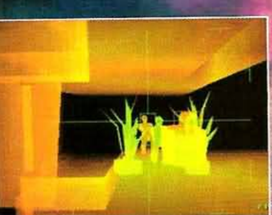
We don't have enough space to cover all of the games that we played or viewed for the first time at E3, so here are our favorite picks. Keep in mind that many of these games weren't completed by the time of E3. We took into account the potential of the unfinished games when picking our top titles.



Star Wars: Episode I: Racer was a force unto itself at E3. An interactive Watto spoke to showgoers as they entered the display area while inside Podracer pilots relived the most exciting scene from *Star Wars*: Episode I: *The Phantom Menace*.



Jake Lloyd visited the Nintendo booth and played *Star Wars*: Episode I: Racer.



Perfect Dark
Probably the most anticipated game of the show, Rare's Perfect Dark made a huge splash with its sophisticated graphics and some very cool innovations.



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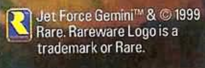


DK 64
The graphics and true DK action made believers of those who played DK 64. Nintendo expects the game to break Zelda's record-setting sales from last year.

Donkey Kong 64 © 1999 Rare. Game by Rare™ & © 1999 Rare. Rareware Logo is a trademark or Rare.



Jet Force Gemini
Although Jet Force Gemini went into the show with less hype than the other two titles from Rare, the game emerged as a force to contend with.



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Armorines
The heavily armored soldiers of Acclaim's Armorines made a surprising impact with lots of alien-blasting and a cool mix of action styles.



Space Invaders
One of the all-time classic arcade games gets a 90s facelift and some extra depth with a new power-up system and multiple boss characters.



Kobe Bryant in NBA Courtside
Left Field can hit the other way, and proved it with the upcoming Game Boy Color version of Kobe. Players agreed that the graphics were a slam dunk.



40 Winks
GT Interactive's adventure looks like a sleeper that may just wake up a few gamers this fall. The graphics are great, and the action is more involving than we expected.



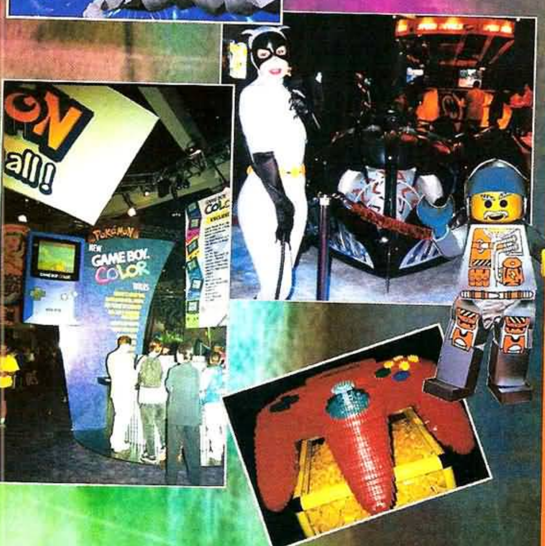
Army Men: Sarge's Heroes
Army Men looks like it will have it all: riveting action, superior graphics, extended game play modes and 3DO's irreverent sense of humor. This one smells like victory.



Monster Truck Madness
MTM now includes truck soccer and truck hockey modes, plus several fun multiplayer modes such as King of the Hill. RockStar is geared up.



Pokémon Stadium
Every Pokémon player will want this N64 arena in which they can fight their favorite Pokémon in stunning 3-D matches.



THE HIT LIST

Nintendo 64

40 Winks	GT Interactive
Armorines	Acclaim
Army Men: Sarge's Heroes	3DO
Blitz 2000	Midway
Command & Conquer 64	Nintendo
DK 64	Nintendo
Duke Nukem: Zero Hour	GT Interactive
Eternal Darkness	Nintendo
Gex 3: Deep Cover Gecko	Crave
Harvest Moon 64	Natsume
Hot Wheels	EA
Hybrid Heaven	Konami
Jet Force Gemini	Rare
Knockout Kings 2000	EA Sports
Kobe Bryant in NBA Courtside 2	Nintendo
LEGO Racer	LEGO Media Int.
Mario Golf	Nintendo
Monopoly	Hasbro
Monster Truck Madness	RockStar
NFL Quarterback Club 2000	Acclaim
Perfect Dark	Rare
Pokémon Snap	Nintendo
Pokémon Stadium	Nintendo
Rainbow Six	Redstorm
Rayman 2	Ubi Soft
Ready 2 Rumble	Midway
Resident Evil 2	Capcom
Re-Volt	Acclaim
Road Rash	THQ
Nuclear Strike	THQ
Shadow Man	Acclaim
Space Invaders	Activision
Starcraft	Nintendo
Star Wars: Episode I: Racer	LucasArts
Toy Story 2	Activision
Vigilante 8: Second Offence	Activision
World Driver: Championship	Midway
Xena: Talisman of Fate	Titus

Game Boy Color

Asteroids	Activision
Babe & Friends	Crave
Bionic Commando	Nintendo
Conker's Pocket Tales	Rare
Crystalis	Nintendo
Earthworm Jim: Menace 2 the Galaxy	Crave
Ken Griffey Jr.'s Slugfest	Nintendo
Kobe Bryant in NBA Courtside	Nintendo
Pokémon Pinball	Nintendo
Pokémon Yellow	Nintendo
Puzzle Master	Metro3D
Rainbow Six	Redstorm
Resident Evil	Capcom
Rug Rats: Time Machine	THQ
Street Fighter Alpha	Capcom
Survival Kids	Konami
Tarzan	Activision





NEVER-BEFORE REVEALED GAMES!



Sprocket
A talented new development studio called Sucker Punch Productions has been quietly building an innovative adventure for the N64, starring a little robot named Sprocket. With wonderful graphics, creative puzzle-solving and tight play control, Sprocket looks like a gem waiting to be discovered.



Shadowgate Rising
Infinite Ventures, the company that owns all Shadowgate properties, gave Nintendo Power an exclusive look at its next title—Shadowgate Rising. Although still early in development, Shadowgate Rising promises large worlds, more interactivity, better graphics and lots of puzzles.



Battlezone 64
Battlezone 64 and Asteroids 64 from Crave may sound like tributes to retro gaming, but both upcoming titles have changed significantly since their arcade classic namesakes were released.



Lufia
Natsume is set to release several original Game Boy Color titles including Hole in One Golf and Lufia: Ruins Chaser, which is based on the classic RPG series from Taito.



Puzzle Master
Metro3D has gone from being a small developer in Silicon Valley to a growing publisher on multiple platforms. Puzzle Master is an original Game Boy Color title that fuses a Tetris-style puzzle game with action game concepts such as bosses, hidden items and inventories.



Antz
Infogrames revealed that a Game Boy Color game based on Antz, the movie, has been in the works for some time. The platformer should be ready by October.

A SURPRISE ENDING

Every E3 is sure to provide some unexpected surprises, and this year's show was no exception. Several exciting announcements came from Acclaim. Turok: Rage Wars was announced, although no game was viewable at the show. Acclaim also announced South Park Rally and Chef's Luv Shack. Rally, as the name suggests, is a racer starring South Park characters. Chef's Luv Shack is a trivia game. THQ announced some major deals that will result in a new MTV extreme sports series and a rodeo game. THQ also purchased Pacific Power & Light, the development studio that is working on Road Rash and Nuclear Strike. 3DO announced that four Game Boy Color versions of its top games are on the way. The list of games scheduled for GBC includes Army Men, Vegas Games, BattleTanx and Heroes of Might & Magic.



THE GOLDEN YEAR

Although Nintendo revealed some tantalizing details about Dolphin at E3, this year's show was really a testament to the golden age of N64 games. Never before have so many great N64 titles been scheduled for release, and that windfall will continue through 2000. As for Game Boy Color, the boom is just beginning. Sales for the handheld system grew over 250% from the previous year, and with more games on the way, those numbers will just keep climbing.

CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #



You'll Love This Stuff!

You've got game, and now you've got codes to go with it. To enable any of the following codes, enter the sequences during a competition. You can pause the game to enter the codes, or you can enter them in the heat of the hardwood action.

Code	Controller Sequence
Big Ball	L, L, left C, L, L, top C, L, L, right C, L, L, bottom C, Z
Full Court Dunks	L, L, bottom C, L, L, bottom C, L, L, bottom C, Z
Giant Players	L, L, right C, L, L, right C, L, L, right C, Z
One Shot Perfect	L, L, top C, L, L, top C, L, L, top C, Z
Tiny Players	L, L, left C, L, L, left C, L, L, left C, Z



Insectoid Secrets

A few more bug-busting codes have emerged, and you enter them the same way as last month's batch of Body Harvest cheats. Begin a new game and name your file "ICHEAT," then enter any of the following Controller sequences while playing.

Description	Controller Sequence
Easier bosses (Big Blouse Cheat)	Z, right C, right C, B, Left on the Control Pad, right C
Mutate all present Harvesters (Mutant Cheat)	bottom C, Up on the Control Pad, Z, Z, right C, Right on the Control Pad
All weapons (Weapons Cheat)	A, Right on the Control Pad, bottom C, right C, top C, A, Left on the Control Pad



Sure, somebody overinflated the ball to beach ball proportions, but at least it somehow manages to fit into the hoop.



After enabling Tiny Players and Giant Players during different quarters of the game, you'll eventually have a court full of players of all sizes.



The codes will work only if the game file you're playing is named "ICHEAT." To deactivate a code, reenter the Controller sequence.



If you've entered a code correctly, you'll see the name of the cheat displayed at the bottom of the screen.

F-1 WORLD GRAND PRIX

Full Speed Ahead

The Gold and Silver Drivers are two of the game's best racers, and a little quirk will make them the fastest speedsters in the game. Access either driver by earning him or unlocking him with a code (see Volume 116), then set his transmission to Manual, but don't shift gears while driving. Instead, leave the car in first gear, and it will continue to build speed, nearing velocities of 500 miles per hour.



Set the Gold or Silver Driver's transmission to Manual, but don't ever shift out of first.



Try out the trick on Germany's Hockenheim course, where you'll build the most speed.

WCW/nWo REVENGE

Managerial Mayhem

If you prefer management that's hands-on (so hands-on that your manager uses headlocks and punches), select a WCW/nWo Revenge wrestler who is escorted by a manager, such as Randy "Macho Man" Savage. Using a Controller that is plugged into the third or fourth Controller port, hit Z during a one-on-one Exhibition Match, and you'll gain control of your wrestler's manager.



Managers can fight in a one-on-one Exhibition bout, but their moves will be limited.



Knuckle sandwich? I'm not sure that we serve those. Let me get my manager.



Fun with Fog

To tweak the color of the fog, select a Single or Practice Race, then immediately press and hold L, R, Down on the Control Pad and all four C Buttons. Release them after a track fully appears, then press Right on the Control Pad to cycle through all of the courses at least once. Choose a track, highlight Mirror, then press Right on the Control Pad three times.



The Fog Code allows you to adjust how much red, green and blue goes into the fog.



Pink-flamingo skies for the Los Angeles course. How L.A. is that?



Another World, Another Puzzle

To bust out a new set of puzzles, go to the title screen, then press the B Button, Left on the Control Pad and Right on the Control Pad. Then tap the B Button again. If you entered the code correctly, a tiny green character will appear in the lower-right corner of the screen, and "Another World " will appear beneath the Puzzle Option in Arcade Mode.



If you enter the code correctly, you'll find a tiny green character in the lower right corner of the screen.



To bust and move through the new set of puzzles, play Arcade Mode.

NASCAR 99

Hidden Drivers

NASCAR '99 rolls out a couple of legendary drivers you can access with codes when you select Single Race Mode.



The codes work only if you select Single Race and highlight the appropriate track.

After choosing the Bristol track or Martinsville track, highlight Select Car.



To access Alan Kulwicki, select the Bristol course, highlight Select Car, then quickly tap Z eight times and R twice.



For Richard Petty, choose Martinsville, highlight Select Car, then hit top C twice, bottom C twice, left C, right C, left C, right C, L, then R.

FOX SPORTS COLLEGE HOOPS '99

Monkey Mode

FOX Interactive's basketball game is full of monkey business (like St. Joseph's roster that consists of baseball players from the '98 Cleveland Indians). For more monkeying, type in MONKEY on the Secret Codes Screen under Options.



By typing in MONKEY, you'll activate an alternate voice track.

WIPEOUT 64

Wipeout's Code Blowout

To wipe up the competition, soak up some Wipeout 64 racing codes. Press and hold the L, R and Z Buttons while entering the Controller sequences. Enter the Controller sequences for the first three codes listed below while playing a Single Race. For the last three codes listed below, enter the Controller sequences while viewing the Main Menu. After you've entered a code, the screen will flash green if you've performed the Controller sequence correctly.

Code Description	L, R and Z + Controller Sequence
Unlimited energy	top C, bottom C, left C, right C, top C, bottom C, left C, right C
Unlimited ammo	bottom C, bottom C, left C, left C, right C, right C, top C
Unlimited time	top C, right C, left C, bottom C, top C, right C, left C, down C
Cyclone weapons upgrade	left C, right C, bottom C, left C, right C, bottom C, top C
Unlock the Velocitar track	left C, right C, top C, right C, left C
Unlock all ships	bottom C, bottom C, bottom C, bottom C, right C, top C, left C

CLASSIFIED INFORMATION

Super Smash Bros.

Smashing Bonuses and Stealing Lives

If you're low on lives and need a little pick-me-up in a team game of Super Smash Bros., press A, B, R and Start to pick up a life from your teammate. Hit all four buttons when you lose your fighter, and, as long as your teammate has at least one life in reserve (and as long as you ask permission first), you can use that extra life for yourself. In addition to the creative 1-up trick, Super Smash Bros. features around 30 bonus scoring scenarios, most of which appear here.



Hit A, B, R and Start to borrow a life from your teammate, but ask first or the fight could take place off screen, too.

Bonus	Requirements
Acid Clear (1,000 pts.)	Acid on Planet Zebus defeats your rival
All Variations (15,000 pts.)	Attack foe with all possible moves
Arwing Clear (3,000 pts.)	Mini Arwing on Sector Z defeats your rival
Bros. Calamity (12,000 pts.)	Defeat Luigi before attacking Mario
Bumper Clear (3,000 pts.)	Clear a level using a bumper
Cheap Shot (-99 pts.)	Overuse the same move
Comet Mystic (7,000 pts.)	Clear a level when you've become a star
DK Perfect (50,000 pts.)	Win level 6 without allies getting hit once

Bonus	Requirements
Fighter Stance (100 pts.)	Hit L Button to pose as you knock foe off
Full Power (5,000 pts.)	Win with Damage Meter at 0%
Hawk (10,000 pts.)	Mid-air attacks only
Heartthrob (8,000 pts.)	Collect three or more Heart Containers
Heavy Damage (10,000 pts.)	Inflict more than 300% damage
Item Strike (10,000 pts.)	Use items only
Item Throw (10,000 pts.)	Clear level by throwing items
Jackpot (5,000 pts.)	Damage Meter displays all one number
Judo Warrior (4,000 pts.)	Only throw your foes
Kirby Ranks (12,000 pts.)	Defeat Kirbys in the order of their strength
Last Second (10,000 pts.)	Finish with one second left on the clock
Lucky 3 (8,000 pts.)	Finish at 3:33
No Damage Clear (300,000 pts.)	Defeat the final boss with 0% damage
No Item (5,000 pts.)	Use no items
Pacifist (30,000 pts.)	Clear a level without hitting your foe
Speed Demon (20,000 pts.)	Finish the game in less than 12 minutes
Speed King (60,000 pts.)	Finish the game in less than 8 minutes
Star Finish (2,000 pts.)	Hit all foes skyward to turn them into stars
Trickster (8,000 pts.)	Clear levels 2, 7 and 10 by sending foes into the sky
Vegetarian (5,000 pts.)	Eat three or more tomatoes in a level
Yoshi Rainbow (15,000 pts.)	Defeat Yoshis in the order they appear

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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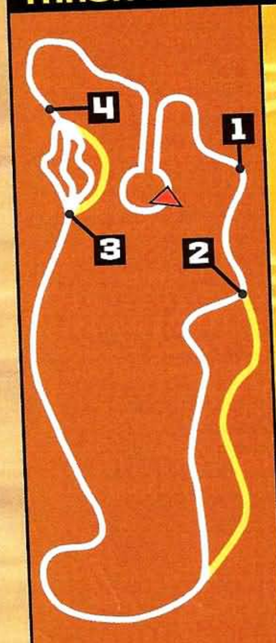
STAR WARS® EPISODE I RACER™

Last month marked the premiere of NP's crash course on Podracing, and in this month's wrap-up, you'll finally learn the shortcuts for the remaining courses so you can be trickier than Sebulba himself.

GALACTIC PODRACING CIRCUIT

Only three of the game's four circuits are accessible from the start, and the Galactic Podracing Circuit is the most difficult of the three. The Galactic, like the Amateur and Semipro, consists of seven races, and by placing fourth or better in a Tournament Mode race, you'll unlock the circuit's next course.

TRACK KEY ▲ START — RECOMMENDED PATH





Executioner

Like Vengeance, Executioner is an Oovo IV course that shoots racers through the prison colony's zero-gravity tubes. Used by inmates to transport ore, the tubes are the only areas where Podracers float in midair for sustained periods of time.



What begins as a wide opening stretch turns into a tight fit when the track narrows into a slender passage beyond the first S-curve. You'll enter the slim opening while rounding a right turn, so it'll be easy to miss the entry unless you tilt your craft.



The downhill-sloping tunnel leads to the first of the hazardous zero-gravity tubes. To bypass it, decelerate as you cruise through the tunnel, then quickly veer to the left or right once the tunnel leads into the open air, and merge onto a detour.



When the course feeds into the four tunnels, go out of your way to enter the passage on the far right. While the other routes will send you slithering through S-curves, the right tunnel will serve up a manageable path.



A space slug peeps its head out of the ground in front of the final zero-gravity tube. Zero rocks clutter the last tube, so thrust full-speed ahead through the empty passage to reach speeds well over 1,000 units.

Toy Dampner

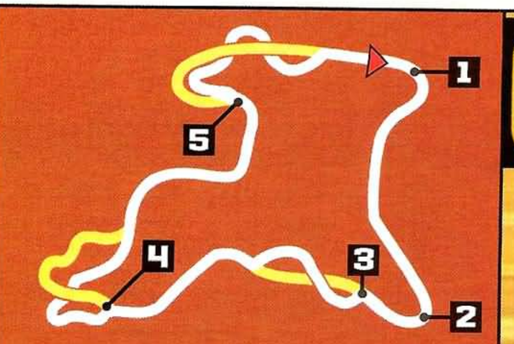
To play with Toy Dampner, score a first-place victory in Executioner. The track favorite for the course, Toy pilots a Turca 910 Special Podracer that excels in the traction, cooling and repair departments.

UNLOCK WITH 1ST PLACE WIN









2 Sebulba's Legacy

The word on the Podracing streets is that Sebulba designed the planet Malastare's third and final course. The rumors most likely are true, considering the track is as twisted and unforgiving as the Dug himself.

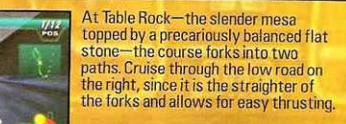


1 Just beyond the start, the course bends into a right-curving hairpin. Nearby, a green cloud of gas will appear where the turn begins. As you approach it, pull back on the Control Stick to decelerate, then begin turning early to slide around the corner.



2 The methane lake is ideal for you to thrust across, but be ready to hit the brakes once you've blazed ashore. At the other end of the lakeside tunnel, the track sharply curves right, and by braking as you round the bend, you'll be able to clear the corner.





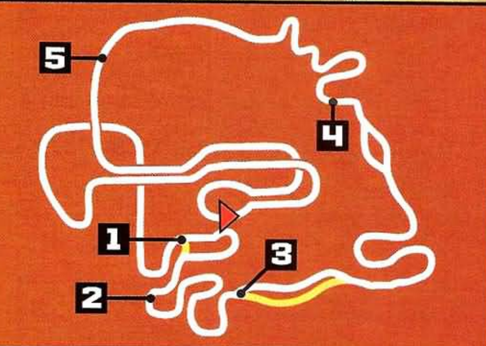
3 At Table Rock—the slender mesa topped by a precariously balanced flat stone—the course forks into two paths. Cruise through the low road on the right, since it is the straighter of the forks and allows for easy thrusting.



4 After you race under the bright lights that illuminate the stretch near Tower Rock, skim by the right shoulder so you can easily slip into the cavern on the right. The tunnel route will twist less than the left route, but you'll still have to jockey through a few switchbacks, so avoid racing at full-speed.



5 A winged sketto flaps over the area where a longer detour awaits those who swerve off the unprotected right shoulder. To avoid cruising off the ledge and onto the longer route, veer to the left as soon as you spot the sketto so you steer clear of the right shoulder and stay on the left-curving main road.





3 Grabvine Gateway

Few Podrace drivers will be making a quick Grabvine Gateway getaway, since the second of swampy Baroonda's tracks is bogged down with equal amounts of switchbacks and murky sludge. Stay on track with a traction upgrade.



1 On the second lap, seismic activity will shake open the shortcut at the end of the curving path at the Hoodu Geyser Fields (the canyon area with torch towers). When you slide into the detour, hang a right at the forked path to avoid circling around the track.



2 Avoid making wide turns around any of the canyon's snaking switchbacks. If you swing too far out, you'll zag rather than zig and sideswipe a canyon wall. Keep your Podracer in one piece by applying your brakes and sliding as you enter every turn.



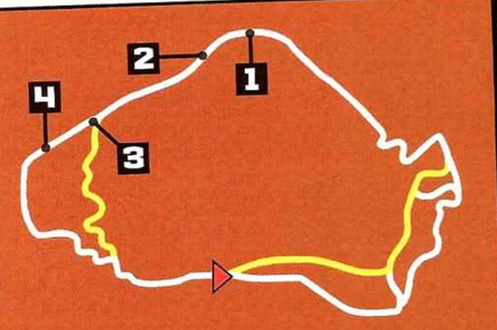
3 When you enter the marshlands, a double archway will split the Swallow Mud Marsh's dirt road into two pathways. If you make a break for the right path, your trip will be easier, since the road not only will be straighter, but will put you in a better position to enter the stone archway looming at the foot of the jungle.



4 In the swamp, you'll leave behind solid ground for slippery water, so you'll need superior traction upgrades to avoid swerving out of control. Hit the Z Button while turning to slide tightly through corners and avoid oversteering around trees and stumps that jam the roadway.



5 The first wooden bridge leading out of the swamp requires some maintenance since its left guardrail is missing. Rather than risk driving off the edge of the bridge, play it safe by cruising near the guardrail on the right side of the path.



4 Andobi Mountain Run

Taking racers through sections of Beedo's Wild Ride and Howler Gorge, the Andobi Mountain Run also covers new ground by funneling racers into the Andobi pipeline, the source of the native Bendu Tribe's water.



Once you pass under the stone idol archway, you'll launch off a cliff and land on the frozen ground below. The icy expanse provides little traction, so begin sliding toward the tunnel entrance as soon as you touch down.



Thrust on the railways only if your steering is steady. If it isn't, you'll risk nicking a sidewall, which in turn will bounce you into the opposite sidewall. When the track widens, a median will obstruct the center of the road, so skim by the shoulder.



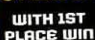
When the railway leads you to the pump station's glacier field, veer to the left. Follow the left canyon wall until you reach the narrow corridor bathed in blue light, then hang a left to enter it for a shortcut.



If you skip the blue corridor shortcut, follow the dark blue path carved into the ice. The glacier field's main route is somewhat undefined, so if you lose your way, steer toward the hanging flags that mark the roadway.

Mawhonic

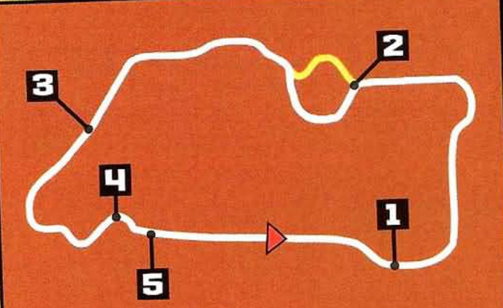
In the film, Mawhonic's racing career was cut short when reckless Sebulba caused him to crash. In the game, the three-eyed Podrace driver can have a more promising fate once you unlock him by winning the Andobi Mountain Run.

UNLOCK

WITH 1ST PLACE WIN



5 Dethro's Revenge



Dethro Glok is the evil ruler of the scrap dealers who scavenge Ord Ibanna's floating junkyards. Winning his payback in Dethro's Revenge, he forces racers to navigate treacherous scrap heaps that could turn any Podracer into junk.



If you fall off the upper track, you'll land on the lower one, where most of the traffic will be. To stay above the congestion, avoid making wide turns and jump over the gaps marked by black-and-yellow stripes.



Once you speed onto the city platform, break away from the main path and swerve to the right of the large, brown building. Cruise through the alley, then head for the lights that shine above the spot where your shortcut rejoins the main path.



On the second floating city platform, most of the Podracers will enter the short tunnel in the middle of the area. To avoid getting gridlocked in the pack, bypass the tunnel by cruising by its left or right side—you won't lose any ground and you'll avoid risking a collision with another vehicle.



After launching off the first ramp, you'll enter a zigzagging tunnel. While the first zig and zag are navigable without requiring much sliding or braking on your part, the second pair of hairpin turns will force you to apply your sliding maneuver and brakes early if you want slither through without a scratch.



After you pass the zigzagging tunnel, you'll race up the first of two ramps. Push Up on the Control Stick as soon as you launch from the first one to reach your landing strip as quickly as possible. By touching down early, you'll have enough road time to increase your speed so you can clear the second jump.

6 Fire Mountain Rally

Baroonda's Fire Mountain Rally heats things up by sending racers into a volcano while also being a partial retread of the Grabvine Gateway and the Baroo Coast tracks. The catch is that the direction of travel is reversed, so when the second lap's tremors hit, you'll have to scramble for what was once the exit of the Grabvine Gateway shortcut.



At the falls, you could take quite a plunge if you're not going fast enough. Stripes mark hazards in the road, and the red-and-white ones at the foot of the waterfall indicate a gap in the roadway. To clear the crevasse, increase your velocity, then push Down on the Control Stick once you're airborne to maximize your flight time.



The mountainside road lined by brick guardrails leads from the waterfall to the forest. As soon as the mountain path changes into the forest trail, slam on your brakes and begin sliding to the right. The first stretch of forest greets you with a sudden hairpin, and if you're too slow to react, you'll crash.



A short straightaway separates the forest road's first two hairpin turns. Avoid thrusting through the stretch and boosting over the fallen tree trunk that obstructs the pathway. Instead, drive at normal speed so you won't rocket into the left sidewall of the abruptly right-curving hairpin beyond the log jam.



When the landscape turns to ashen gray, you've entered volcano country. As soon as you enter the region, the road will zig to the right, but you should maintain a straight path. If you don't turn, you'll be able to cut across the mound that the road curves around, and you'll be able to dart past any nearby rivals.



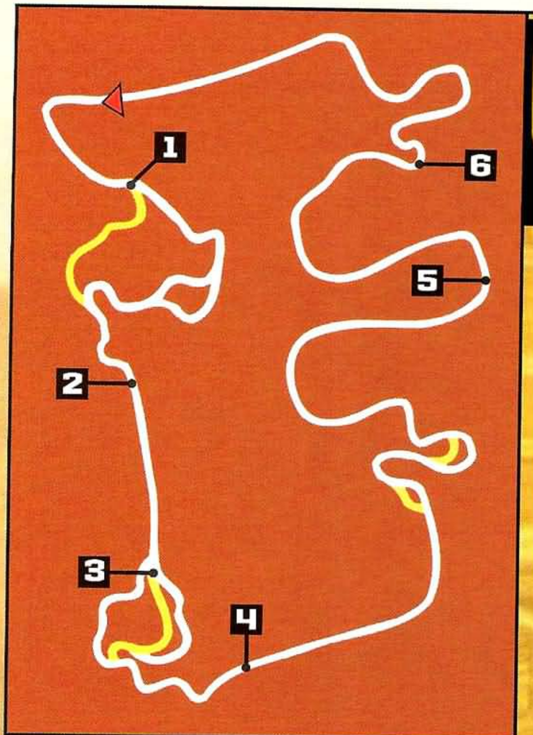
In the second volcanic tunnel, the road will split at a three-pronged fork. The central route is the straightest and easiest to navigate, so veer to the right to sink into the lower path illuminated in blue light. Once you've driven onto the middle road, initiate Thrust Mode to take advantage of the straightaway.



Within the bowels of the volcano, lava pools will flank the forking road and threaten any Podracer that dares to take a dip. Rock outcroppings will also threaten your vehicle, and crashing into them could send you into the hot magma. To avoid a fiery finish, take the left path as soon as you enter the oven.



Once you spot daylight peeking through the passage leading out of the volcano, be prepared to make a quick, short right turn. When you exit the mountain, the open-air road will swerve to the right before straightening out into a narrow land bridge that hangs above a lava pool.



7 The Boonta Classic

Based on the course that Anakin conquered in the movie, the Boonta Classic is the site of Tatooine's famed racing event hosted by Jabba the Hutt. While the Amateur Circuit's Boonta Training Course only hinted at some of desert planet's Podracing terrain, the Classic pulls out the stops to thrust drivers headlong into a maze of mesas.



At the end of the straightaway, the road forks into three paths. Stick with the middle path since its curves are gentler than the those of the other two routes. The road is also wider, so you'll have a safer and easier chance to build your lead by activating Thrust Mode.



The rolling desert terrain of Tatooine will rise and dip a few times to deal you a trio of jumps. Since the second jump sits at the edge of a crevasse, you'll need to make your landing from the first jump as quickly as possible so you won't sail clear over the second jump and land in the gap.



The nomadic Tusken Raiders terrorize the desert wastelands of Tatooine, and as you round the Canyon Dune Turn, the Sand People will take potshots at your Podracer. Coming into contact with one of their explosive assaults can set your engines ablaze, so enter the war zone prepared to activate your R Button repairs.



Always on the lookout for scrap metal and parts, the Jawas drive their lumbering sandcrawler against traffic in the hopes of salvaging some Podracer wreckage. Don't give up your parts so easily and swerve around their slow-moving vehicle, which will be in a different spot on every lap.



On the opening stretch, the road splits into an upper pathway on the left and a tunnel road on the right. Stay on the low road to enter the cavern shortcut on the right. While its turns will be difficult to anticipate, a quick right turn followed by a left will help you scrape by.



To steer clear of the pack, take the sandy uphill ridge on the right after rounding the tight, right-curving canyon corner. Build your speed as you cruise along the ledge, because the road will end at the Ebe Crater Valley Gorge. As you jump across it, aim for the main roadway to avoid crash-landing into a crater.

Sebulba To Sebulba, winning is everything, despite the means. Always excited to see an opponent go down in flames, reckless Sebulba installed illegal flamejets on his Podracer so he can set rivals' engines on fire as he drives by them.

UNLOCK

WITH 1ST PLACE WIN







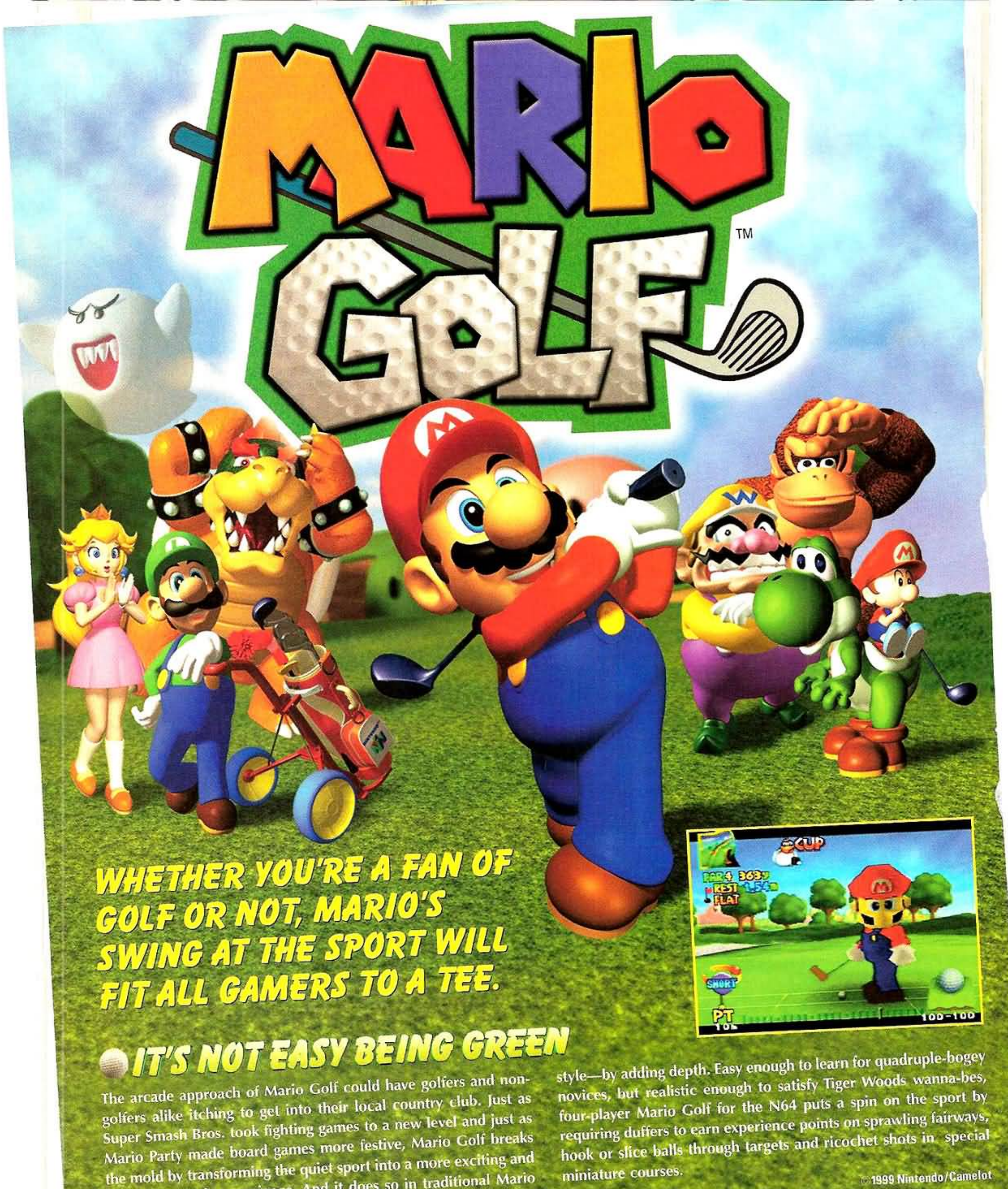
SEBULBA STRIKES BACK

Sebulba's Collor Pondrat Plug-F Mammoth is the only Podracer outfitted with a weapon. You can use the flamejet, which shoots out flames sideways from the right engine, to assault racers who pull alongside you if you double-tap R.



What do you do when someone like Gasgano yells, "Pushee wumpa Sebulba!" to tell you to get out of his way? Retaliate by firing up your flamejet as he passes you on the right.





WHETHER YOU'RE A FAN OF GOLF OR NOT, MARIO'S SWING AT THE SPORT WILL FIT ALL GAMERS TO A TEE.

IT'S NOT EASY BEING GREEN

The arcade approach of Mario Golf could have golfers and non-golfers alike itching to get into their local country club. Just as Super Smash Bros. took fighting games to a new level and just as Mario Party made board games more festive, Mario Golf breaks the mold by transforming the quiet sport into a more exciting and involving arcade experience. And it does so in traditional Mario style—by adding depth. Easy enough to learn for quadruple-bogey novices, but realistic enough to satisfy Tiger Woods wanna-bes, four-player Mario Golf for the N64 puts a spin on the sport by requiring duffers to earn experience points on sprawling fairways, hook or slice balls through targets and ricochet shots in special miniature courses.

SWING KIDS

Not since *Caddyshack* has such a colorful cast hit the links. In Mario Golf, developed by Camelot Software Planning, 17 characters like Mario, Yoshi and Donkey Kong, can take a swing at sinking a hole in one. The characters have unique accuracy and driving ratings, but as you play through the game, you'll earn experience points to develop their skills and overcome their weaknesses.



Mario
A long driver, Mario has one of the better golf swings in the game.




Wario
He's mean on the green, and golfing Wario knows of no fair way.



Luigi
Luigi is the first of many Mario Golfers you'll unlock.



Plum
A new character, Plum is a basic golfer who's perfect for beginners.



Peach
Fresh from Mario Party, Peach sports average golfing skills.



Charlie
Although he looks rough, Charlie is actually a well-rounded player.



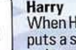
Baby Mario
He can barely walk, but Baby Mario makes his N64 debut playing golf.



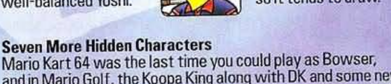
Sonny
Sonny looks like Chi Chi Rodriguez, and he plays like a pro, too.



Yoshi
If a Tiger can golf, then so can a dino like well-balanced Yoshi.


Harry
When Harry hits, he puts a spin on the ball so it tends to draw.

Seven More Hidden Characters
Mario Kart 64 was the last time you could play as Bowser, and in Mario Golf, the Koopa King along with DK and some new characters will be among the mystery golfers you can unlock.

DIFFERENT STROKES

Mario Golf delivers sim luxuries, like determining where your club connects with the ball, but it never gets so technical that it loses the instant gratification offered by arcade action games.



TEE OFF

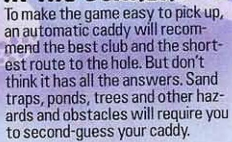
Like in most golf games, hitting your ball requires three taps of a button. By tapping A once, you'll begin swinging your club and set in motion your power meter. A second tap will determine the power of your swing, and a third tap will determine when you hit your ball.






COME RAIN OR SHINE

A movable targeting grid will help you gauge where your ball will land, but the rain, wind and lay of the land can affect where and how your ball lands. Since the weather conditions are always changing, replaying the same course will be different every time.



IN THE BUNKERS

To make the game easy to pick up, an automatic caddy will recommend the best club and the shortest route to the hole. But don't think it has all the answers. Sand traps, ponds, trees and other hazards and obstacles will require you to second-guess your caddy.



ADDRESSING THE BALL

Golfing isn't simply a matter of whacking the ball until you reach the hole. You'll have to strategize your approach based on where the short lawns of the fairway are mowed, the direction and strength of the wind, and the terrain surrounding your ball. In user-friendly Mario Golf, all aspects will be easy to gauge.

Wind Indicator
The Boo Buddy shows how strong the gusts are, and it faces the direction in which they are blowing.

Course Info
The course index details the length of the course, the distance to the hole, how many strokes you need to reach the hole, and the severity of the sloping landscape.



Club Selection
You hit the links with a full set of clubs, and your current club appears in the lower-left corner of the screen. Each club will also have a power-hitting mode, that you can occasionally use to swing with more oomph.

Power Meter
The power meter shows the maximum distance your club of choice can send the ball and, depending on when you tap the A Button, you can push, pull, fade, draw, hook or slice the ball to any distance in between.

Ball Close-Up
Where your ball sits will affect the loft of the club you will need. Check the close-up to determine whether you'll need to choose a club that can pitch your ball out of sand or long grass.



Fairway
Rough
Sand trap

ALL FORE ONE AND FUN FOR ALL

Mario Golf features a variety of games to keep one to four players busy. In One-player Mode, golfers will be able to compete in match plays in which winners are declared based on a hole-for-hole basis, stroke plays in which winners are declared based on a stroke-for-stroke basis, and special matches in which gamers earn experience points and stars to unlock new courses and characters.



TOURNAMENT

In the 18-hole Tournament, you play for coins that you earn by scoring under par, or the recommended number of strokes to reach a hole.



In Tournament, you won't compete against other golfers. Instead, you'll play solo to earn coins and, ultimately, the trophy.



The object of Tournament is to score under par for as many holes as possible. For every stroke you're under, you'll win a coin.



RING GOLF

In Ring Golf, target hoops float above certain spots on each course. To earn a star, you must hit your ball through every hoop while also finishing under par.



Some target rings float parallel to the ground, so you must sink your ball into them like a basketball through a hoop.



Many rings float away from the main path, or fairway, so you'll have to conserve strokes while going out of your way.



SPEED GOLF

Usually, you'd take your time to select your club and figure how far you'd want to hit a ball. In Speed Golf, time is of the essence since the goal is to reach the hole in record time.



As if you were racing in a kart, Lakitu flies out with a traffic light to count down the beginning of a round in Speed Golf.



Don't be too hasty when making your shots since a quick finish under par—not just a quick finish—is what counts.



VS. MODE

When you start One-player Mode, you'll have Plum, Peach, Charly and Baby Mario to play with. To unlock the 13 hidden characters, beat them in an 18-hole game in Vs. Mode.



If you beat your opponent in a match play game of Vs. Mode, you'll win access to the hidden character.



Your Vs. Mode rival usually will surpass your own character's abilities, so carefully plot and aim every shot you make.

TEE FOR TWO OR MORE

While the four modes shown above are exclusively one-player games, up to four players can play match and stroke play games, as well as the special multiplayer mode, Club Slot.

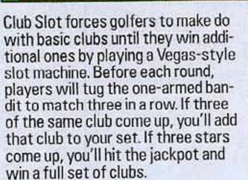


CLUB SLOT

In the Club Slot game, golfers begin with a basic iron, wood, putter and wedge. To earn other specialized clubs, gamers must win them by playing a slot machine.







Club Slot forces golfers to make do with basic clubs until they win additional ones by playing a Vegas-style slot machine. Before each round, players will tug the one-armed bandit to match three in a row. If three of the same club come up, you'll add that club to your set. If three stars come up, you'll hit the jackpot and win a full set of clubs.



WHAT, NO WINDMILL?

Mario Golf features acres of realistic courses that take you over rolling hills and across lakes and other hazards, but aside from its pro golf side, the game also features the lighter side of the sport. In Putter Golf for one to four players, gamers must rely on billiard-style bank shots to ricochet balls through the narrow runways of cramped miniature golf courses.







PUTTER GOLF

While miniature golf mode won't send your balls rolling through an elaborate Mousetrap scheme, the whimsical courses will prove to be one of the game's most fun and tricky features.



Armed with only a putter, you'll bounce and scoot your ball through the tight passageways of the miniature courses.



Each Putter Golf course is shaped like a number or letter, so in courses like the 3, your ball can bounce into a dead end.



Miniature golf can be a pain in the putt. On the Putter Golf courses, you'll play like a pool shark, since you'll need to ricochet shots around corners and over walls to finish under par.



The courses are small, but the challenge is large. You'll have to use bank shots, like the trajectory shown above, to win.



Since the tiny courses leave little room for error, hazards like pools of water pose a gigantic threat.



Sometimes, you must launch your ball off a ramp and hope it lands onto an adjacent section of course rather than out of bounds.

MY WAY OR THE FAIRWAY

Real golf may not be for everyone, but Mario Golf could be. Faster-paced than most golf sims, Mario Golf brings the personality and unpredictability of Mario and his friends to the sport. Adding new dimensions to the game like Speed Golf's frantic pace, Ring Golf's target shooting, Club Slot's game of chance, and hidden characters and courses to be unlocked, Mario Golf begs to be replayed. Playing Happy Gilmore to last year's very traditional Waialae Country Club, Mario Golf scores a hole in one by mixing sim aspects with arcade immediacy to appeal to golfers and non-golfers alike. The game hits stores in late July, and NP's strategies for Mario Golf hit shelves next issue. Until then, you can be sure that Mario's presence in the game will guarantee that it's a title worth checking out. But that's just par for the course.







COMMAND & CONQUER™

In a future global conflict, the combatants will turn to remote commanders to lead their troops. Do you have what it takes to guide the forces of the GDI? Or do you prefer the fanatical Brotherhood of Nod? Power presents a beginner's guide to the real-time strategies of C&C for the Nintendo 64.

THE GLOBAL DEFENSE INITIATIVE



Created by the United Nations, the GDI is a small, rapid-deployment force that relies on Tiberium technology to win battles in hours instead of days or weeks. The technology employed by the GDI is more expensive than that of the Brotherhood, but the resulting units are stronger. GDI troops are almost always outnumbered.

THE BROTHERHOOD OF NOD



The Brotherhood of Nod, or Noddies as they are known to the outside world, follow the seemingly egalitarian principles of their leader, Kane. In reality, Kane is a bloodthirsty despot bent on world domination. His troops come cheap, but they don't stand up well under fire. Their strength is in overwhelming numbers.



Common Units

Most of the units in C&C 64 are designed for exclusive use by either the GDI or the Brotherhood of Nod. In addition to the specialized units, there are also four common units, which usually have the same attributes, such as cost and attack-range, for both the GDI and Nod variations.

MINIGUNNER



The cheapest and most easily destroyed unit in the game, the Minigunner still plays a vital role, particularly in groups when fighting other infantry.

BAZOOKA



This lightweight, shoulder-mounted rocket launcher packs a punch against armored units. The infantry unit itself is a fairly easy target, and it's slow on the ground.

COMMANDO



This more skilled infantry unit is pricy at 1,000 credits, but it has good visual range and speed. Unfortunately, it appears only in some missions.

ENGINEER



Engineers are also highly trained, but not in combat. Use these units to take over enemy facilities once your combat troops have eliminated the defenses in the area.

GDI Units

Specialized GDI units range from grenade infantrymen to armored tanks and air support vehicles. You won't be able to build every unit type in each mission. Usually, only a limited number of essential units is available.



GRENADE INFANTRY

This inexpensive infantry unit can attack over obstacles such as walls, and its grenades work well against armor. Grenades can cause havoc in groups of Nod infantry.



HUMVEE

This light vehicle is fast and makes a fine scout. For your radar to work, you'll need to send your scouts into unexplored territory. The Humvee is up to the task.



MEDIUM TANK

The heavy armor of the GDI's Medium Tank will be a welcome addition to your arsenal. This treaded terror can chew up Nod infantry, armor and facilities.



MAMMOTH TANK

The Mammoth has superior firepower and armor, but it isn't agile and can be destroyed by a pack of smaller, relentless Nod units. Multiple Mammoths won't be denied.



ORCA

The Orca is a vertical take-off and landing craft—the only aircraft that you'll control directly for the GDI. It's particularly effective against single, armored units.



ROCKET LAUNCHER

The Rocket Launcher is a potent offensive weapon with a long attack range but somewhat limited armor. Use this vehicle to attack armor or structures from a distance.



APC

The Armored Personnel Carrier is a great vehicle for transporting troops. Dispatch an APC with an engineer on board to capture Nod facilities.



TRANSPORT HELICOPTER

This chopper is a bus, not a tank. Use it for quick strike missions where you need to drop troops behind enemy-fortified lines. Watch out for enemy anti-aircraft fire.

Nod Units

The expendable nature of the Nod troops is well-documented, but in spite of cheaper technology, the Brotherhood has an effective arsenal of combat units. Nod units usually are built faster than comparable GDI units, and for less cost.

RECON BIKE

Fast and armed with powerful missiles, this bike can destroy even well-armored GDI units in quick, hit-and-run strikes. On the downside, it has virtually no armor.



RECON BUGGY

This swift dune buggy is great when facing GDI infantry, but the machine gun is worthless when confronting armored units. It also makes a fine scout vehicle.



FLAME-THROWER

Flamethrower units burn through infantry like wildfire, but it's difficult to command more than a few of these specialists at a time. They aren't effective against armor.



FLAME TANK

The Flame Tank is the most effective means of mopping up those pesky GDI infantry units. It can outrun foot soldiers easily, and it can torch enemy structures, as well.



LIGHT TANK

The Light Tank may not stand up to the GDI's Medium and Mammoth Tanks in a one-on-one fight, but it's cheap to build and devastating against most light GDI units.



MOBILE ARTILLERY

Like the GDI's Rocket Launcher, the MA is a long-range attack weapon, but it has relatively weak armor, and it's slow on the ground. Use it to destroy bases.



STEALTH TANK

This high-tech vehicle can't be detected by GDI forces unless it is practically on top of them or is firing its TOW missiles. Keep it clear of infantry and towers.



Build Your Base

You can build many structures in C&C 64, but the types of structures made available to you will be limited in most missions. Some structures are essential for building combat units while others help protect your resources. You can repair facilities if they're damaged.



Build structures close to one another so they will connect to the power grid. Lay out your base so buildings don't hinder unit movements. Place less valuable buildings where they will be attacked first.

Common Structures



REFINERY

The Tiberium Refinery processes and stores Tiberium gathered by your Harvester. Once you build a refinery, you'll get the Harvester automatically.



SILO

Refineries can store up to 1,000 credits worth of Tiberium, but every silo, at a minimal cost of just 150 credits, can store an additional 1,000 credits worth of the mineral.

CONSTRUCTION YARD

The Mobile Construction Yard (MCY) is the facility from which all other facilities are built. Place it in an area with room for expansion, close to a Tiberium deposit.



REPAIR FACILITY

Since it's cheaper to fix damaged armor than to replace it, the Repair Facility is a valuable tool. Place the facility on a perimeter where vehicles will have easy access.



POWER PLANT

Every base must have a power supply to run its operations. Each new structure will use some of that power, so you may have to build more than one plant.



ADVANCED POWER PLANT

This plant is more than twice as expensive, but it produces only twice as much power. The biggest benefit of this plant is that it's a steady power source for the ion cannon.



COMM CENTER

Once built, the Communications Center provides invaluable data in the form of the enemy movement radar map that appears on the pop-up screen.



BARRICADES

Three types of barriers provide a measure of defense. Concrete walls can slow down tanks while sandbags won't even faze infantry for long.



GDI Structures



BARRACKS

Infantry units are produced in barracks, so you'll want to build one of these facilities early. Place your barracks with easy access to the battlefield.



GUARD TOWER

The Guard Tower is a raised, defensive structure with a machine gun and light armor. You must first build a barracks before the Guard Tower is available.



ADVANCED GUARD TOWER

This tower has better armor, better visual range and more powerful weapons. It also costs twice as much as a regular tower and uses twice the power.



WEAPONS FACTORY

The GDI factory is where your armored units are built. Like the Nod airstrip, this facility needs protection since it is your supply line.



HELIPAD

Build the helipad landing site and receive one Orca VTOL aircraft. Place the pads out of the way since Orcas can fly over your base.



ADVANCED COMM CENTER

The Advanced Comm Center, when it becomes available, will be supplied with a powerful Ion Cannon that has incredible range and destructive power.

Nod Structures



HAND OF NOD

This odd Nod structure serves as a training and spiritual center for the Brotherhood. Essentially, it is a Nod barracks facility.



AIRSTRIP

Armored units arrive via transport on the Nod airstrip. Build it close to the front of your base, but also make sure that it is well-defended.



TURRET

The heavily armored Nod turret serves the same defensive purpose as the Guard Tower. It can shred GDI armored units, but infantry units can destroy turrets.



SAM SITE

The Surface to Air Missile site provides cover from GDI aircraft. Place your short-range SAMs on your base's perimeter.



OBELISK

This defensive laser weapon is a power-hungry beast. Placed strategically and supplied with adequate power, it provides a formidable defense.



TEMPLE OF NOD

The holiest of Nod holy sites, this temple is also home to the double-edged blade of nuclear power. Only the most experienced commanders will wield the nuclear threat.

Tiberium Maximus

The properties of Tiberium are the basis for new technologies that are used by both GDI and Nod forces. As such, this special mineral is the most valuable commodity on earth. Harvesting, refining and storing Tiberium are an essential part of your victory strategy. If you can disrupt the enemy's supply of Tiberium, you'll gain a huge advantage.



Direct your Harvester to rich Tiberium deposits. If you leave the Harvester to find its own way, it will often wander about, wasting time. Guide it whenever you need to reach a fresh deposit.



Attacking Harvesters is extremely dangerous, so attack only with armored units. Infantry units are ineffective. Also, be prepared for a massive and immediate enemy retaliation.

Who's on the Fence?

Never leave your base unguarded. The opponent knows when your defense is spread too thin and your base is vulnerable. Defensive structures including barriers, towers and turrets are just the beginning. Use infantry units and armor, particularly if the enemy has built a large force. Also keep an eye on your radar to detect enemy strikes.



The "guard" command lets you assign units to defend valuable structures or units such as the Harvester. You can also guard specific locations.



The most efficient way to destroy enemy units is to force them into a narrow choke point, then to direct all your fire at one unit at a time.

Strength in Numbers

By dragging a selection box around any number of units, you can turn them into an effective fighting group that will obey one command. Smart commanders will assign up to four groups for quick selection using the C Buttons. It's almost always most efficient for groups to attack a single target instead of scattering fire on multiple targets.



You can use two groups in concert, leap-frogging from one position to another, or providing cover as one group falls back from a dangerous position.



The "swarm" strategy uses massive numbers of inexpensive Minigunner infantry. With 15 or so units to a group, these swarms can be very effective if commanded with skill.

The Waylay of the Land

The geography of each mission area often plays a critical role in the conflict. Look for choke points where you can ambush enemy troops or draw foes into an ambush. Villages are often hotbeds of conflict and best avoided if you're commanding the GDI. You should scout out every inch of territory whenever possible.



Trees and other natural objects can provide cover for ambushes and keep units hidden from nearby enemies.



You can recover cash by blowing up particular buildings. Nod forces are encouraged to do this, but GDI units are discouraged from this sort of act.

Air Power

The air war in C&C 64 is only partially in your hands. In some missions, you control aircraft, while in others you just clear a path for air strikes by knocking out SAM sites then choose the targets. Air power can be decisive, but the bombs do not all fall accurately. Be prepared to call in multiple strikes.



Napalm eliminates infantry units with frightening efficiency if you target the center of a large group. Even a near miss can be devastating.



Psychological Warfare

The CPU-commanded enemy, whether it is GDI or Nod, follows certain rules that can give you an advantage. For instance, the AI will concentrate on the first enemy unit it perceives. This means that you can send a cheap or fast unit into enemy range as bait then run away, leading foes into an ambush.



Outfox the enemy by luring him with an expendable unit that will lead him into an ambush. Look for natural choke points or set up a trap by placing units along the ambush path.



You can fool the AI by offering up cheap units as a sacrifice while the real attack comes later from the other side. This technique works well against fixed defenses.

Aiming to Please

Good marksmanship is not just a matter of targeting the enemy and shooting. In C&C 64, certain weapons are more effective at destroying particular types of units. Also keep in mind that Nod units are good at destroying infantry while GDI forces are better at blowing up armor.



The most efficient firing pattern is to concentrate on one enemy unit at a time. Select one unit, destroy it, then target another unit. Don't target an entire group at one time.



You don't have to wait until you see the whites of their eyes. Use the targeting cursor at the edge of the fog. When the cursor changes, it means an enemy is hiding there.

Not-so-friendly Fire

Not only does the AI ignore new targets once an enemy has appeared, it also doesn't look where it's shooting. Look for two enemy units or groups in close proximity to each other. Then use a speedy unit like a Humvee or Recon Bike to zip between them. Both groups will open fire and hit each other.





Engineering Victory

Engineers may seem fairly useless since they're not armed or armored, but they can make the difference between victory and defeat. Transport a group of engineers in an APC to an enemy base so they can capture facilities and sell them for cash, or let the enemy waste resources trying to recapture the building.



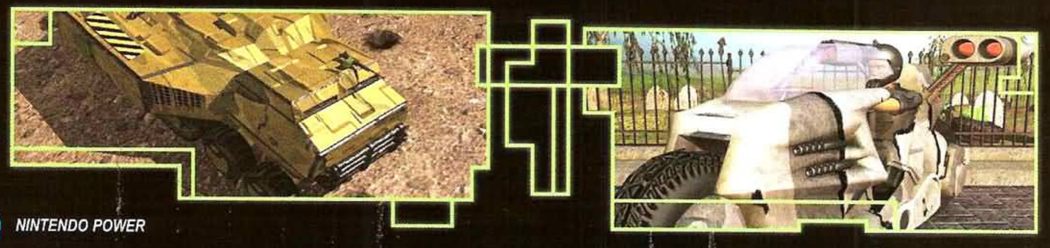


GDI BRIEFING

Players who take command of GDI forces can expect the best equipment on the battlefield, but they should also expect to pay a higher price for it. The GDI's weapons are designed to destroy hardened targets rather than infantry. GDI units have superior armor and transports such as APCs and helicopters. GDI troops must also obey imperatives to protect civilians.

NOD BRIEFING

The fanatical forces of the Brotherhood of Nod strike terror into the hearts of enemies by destroying everyone and everything in sight. Their scorched earth policy extends to torching infantry and civilians alike. With lightly armored but swift mobile weapons systems, the Nod can effectively swarm enemies. Sometimes troops' lives are the price of victory.



GLOBAL DEFENSE INITIATIVE MISSIONS

1: Estonian Beach

Nod forces have fortified a beachhead in Estonia. Your mission is simple enough. Wipe out the opposition and establish a base. First deploy the MCY and then destroy the three Nod turrets on the beach.





Use the gunboat to destroy the turrets. The gunboat makes a difficult target, because the range of its gun is longer than the detection range of the turret. You can destroy the enemy positions relatively safely.



A small group of Nod infantry will appear on the beach from the left side. Keep a small squad of Minigunners waiting for them near the barrier on the beach or target them from the gunboat.



You can place the base anywhere, although close to the beach is faster and safer. Don't waste your money building lots of troops. It will just lower your efficiency rating.



Use the Humvees and a swarm of troops to chase down other Nod troops in the woods. The trucks are fast but vulnerable if they attack alone. You should have enough infantry with the reinforcements.



2: Parnu, Estonia

Quickly repair your base then begin a buildup of Minigunners. Hold back the three engineers. You'll want to send a massive force against the Nod base followed by the engineers. The Humvees can race in before the troops to draw out much of the Nod infantry.





Rescue your base, which is under attack as you begin the mission, then repair the barracks and build a construction yard. Set to work building an army of Minigunners—15 to 20 should be plenty.



Head north toward the Nod base with two groups of Minigunners. You can set up an ambush between the two groups of trees. Use a Humvee to draw the Nod infantry between your groups of Minigunners.



Move in your troops, being careful to keep them out of the way of the Harvester. Clear out enough Nod units so that your engineers can move up and capture the refinery and other facilities.



Use the Humvees to round up any stragglers and to destroy the Nod Harvester. Harvesters munch through infantry units but can't attack even light armor, such as the Humvee.

3: Jelgava, Latvia

This mission requires patience and planning. Begin by building your base and large groups of Minigunners and Grenadiers. Your focus will be to knock out the SAM sites so that you can bring in air support to bomb the Nod refinery.



Establish your base and build large groups of Minigunners and Grenadiers. The Nod base is also churning out infantry units, so be prepared to meet large enemy forces on the plateau.



Search for the Nod Harvester, and use your Humvees to attack it. Don't attack with your infantry units. In fact, make sure they move out of the area where you find the Harvester.



Use your mixed infantry units to hunt down the SAM sites at the locations indicated on the map. The Minigunners can protect the Grenadiers from enemy counterattacks.





Assemble a large group outside the base on the left side, leaving a few engineers back. Call in your air strike on the compound, then follow it up with an assault. Capture any remaining buildings with the engineers.

4 West: Gdansk, Poland

This mission is a sprint to recover a crate of missing missile parts. Your goal is to get to the Nod base and take the crate. Along the way you'll meet Nod infantry, but you don't have to destroy anything to accomplish the mission.



After the initial attack at your starting position, load your infantry units into the two APCs and head out along the road. Tiberium fields are dangerous to unprotected infantry units, but the units will be safe in the vehicles.



After crossing the river, you'll meet Nod rocketeers. They can be a serious threat, but only if you slow down. Your Grenadiers can take them out, or you can simply race past them—or even straight over them.



As you approach the Nod base, you'll encounter an enemy tank. Your units are faster, so you can evade it easily. You can also use one of your units as a decoy, drawing attention away from the other units.





The crate is in the northeast part of the Nod base. Once you reach the base, just use your cursor to target the crate. One of your vehicles will park on it and claim the prize. Mission accomplished!

5 West: Hanover, Germany

In this mission, you begin with a damaged base east of your starting position. Once it's repaired, send out Humvees to explore the countryside and pick up the crate of cash. If you wipe out the SAM sites, you can call for air support.



Head east in search of your base. Nod troops are waiting near the Tiberium field. Your tanks will be able to knock out the armored units while your infantry is more than a match for their infantry.



With repairs underway, send several armored units to the north and east to track down and destroy the Nod Harvester. Be prepared to repel a force of infantry and light vehicles back at your base.



Send a Humvee or two across both bridges to reach the crate at position number three. The cash should help you build more troops for your invasion of the Nod base.





When you attack the Nod base, you'll have to face the turrets at the entrance since you can't storm the southern flank. Send in an expendable unit to draw their fire, then attack the turrets with your main force.

6: Ostrava, Czech Republic

In this mission, the garbled mission directive suggests that you'll have to blow up a Nod installation, but the target isn't specified. A lone commando with limited support is all you'll have to work with. Prove how tough you are.



Use your C4 explosives to wipe out the first two SAM sites. Also, target the Nod patrols at a distance. Your commando has a very long attack range. Finally, climb in the chopper and land across the river near the flare.



Proceed cautiously and try to avoid detection, particularly from the Nod buggy. Infantry can be destroyed from a safe distance. Use your cursor to scan the black fog areas for unseen enemy units.



Take the northern path out of the village and run past the Nod buggy. You can't destroy it, so don't even try. Just grin and bear the hits you'll take. Keep heading north, then sneak into the base from the west.





Your mission is to blow up a target in the Nod base. Under normal circumstances, you'd want to save the game then blow up facilities until you got the right one. But in this case, head straight to the airstrip and destroy it.

1: Nikumba's Village, Libya

Your orders from Seth are to find Nikumba and silence his heretical voice. The desert terrain won't give you much cover, but cover is just for GDI weaklings. Remember, as a Nod commander you consider units to be expendable.



Divide your infantry into two large groups and keep your two Nod buggies as a third group. Move south and west toward the bridge. You'll encounter several GDI patrols, but they should be easy to destroy.



Move your infantry units out ahead of the buggies. Using the swarm tactic, go after the GDI patrols and protect the buggies. The GDI will try to reach the vehicles and damage them. Don't let them do it.



The Humvee guarding the bridge is the biggest obstacle in your path. Use your entire force—infantry units leading the way—to dislodge the vehicle and cross into the village.





Nikumba himself waits to meet his fate on the hill just north and east of the village. Seth expects you to show no mercy, so the only way to complete the mission is to eliminate Nikumba.

2 North: Al-Amayin, Egypt

In this mission, you must disrupt the GDI's production in the desert then build a large force to swarm the enemy base in the northwest. Tiberium production is the key to developing your army and limiting the GDI.



Build your base immediately, placing the Hand of Nod and refinery on the outskirts for fast deployment of troops and easy access for your Harvester. Begin building a large invasion force of Minigunners immediately.



Attack the GDI Harvester with your buggies, and when the GDI support troops come in, move your vehicles back. Use hit-and-run tactics until you destroy the Harvester.



Prepare for retaliation from the GDI by placing two groups of infantry on either side of the choke point leading into your base. Move your buggies back through this ambush to draw the GDI infantry into your trap.





Sweep into the GDI base from the north and south, destroying remaining troops first, then occupying or destroying the buildings. The mission ends once you've erased all traces of the GDI.

3 East: Kafia-Kingi, Sudan

A GDI POW camp is the target of this mission because Kane wants to free the prisoners—an act that seems uncharacteristic of such a ruthless leader. This mission will require speed and smaller groups than normal for the Nod.



Build your base after repelling an initial GDI attack. Post guard units at the north and south entrances to the plateau where you've built your base. Wandering GDI patrols will attack from time to time.



Use quick-striking units, such as the buggies and bikes, to track down the GDI patrols that are wandering in the area. Move in quickly and attack, then zip away. These quick Nod units are no good in a face-off.



Keep your bazooka units together as a group and use them to destroy the tower. Avoid using swarm tactics in this mission. The GDI has Grenadiers at the base, and one grenade can destroy many bunched Nod infantry units.





Now it's time to bring up an engineer. Protect him from any surviving GDI units with your small invasion groups. Once the engineer takes the prison, the mission is completed.

4 North: Oum Hadjer, Chad

The GDI is abandoning the village of Oum Hadjer, but Kane wants it destroyed along with any GDI personnel. You'll begin the mission as a sitting duck in a maze of gullies. Move quickly to reach the village.



The GDI Grenadiers can wipe out much of your strength with a few good tosses from the cliffs overhead. Scatter your infantry units, or hold them back and let your light armored vehicles remove the threat.



As you begin to explore the territory, keep your bikes away from the fog areas where they are vulnerable. Use your buggies and Minigunners, followed by the bikes and bazooka units.



If you're fast, you can intercept the APC carrying refugees from the village to the GDI base at the village. Otherwise, you'll have to destroy it when it shows up at the base.



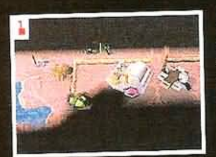


Kane expects you to be merciless. Don't leave anything standing in the village, not a building or even a hut. Only if you destroy the entire village will the mission be considered a success.

BROTHERHOOD OF NOD MISSIONS

5: Tidjikdja, Mauritania

Your mission in Mauritania is to set up SAM sites to protect Nod invasion forces in Niger and Algeria from GDI air support. In addition to that, you must eliminate the GDI base in the region.



Use the bikes to open up much of the territory and strike quickly at the GDI base in the north. You should attempt to attack the weapon factory and construction yard from the trail behind the base.



Build a group of flamethrower infantry to make fast work of the GDI Grenadiers. You'll also be able to build bazooka troops that you can use to destroy the guard towers and other GDI structures.



The GDI may call in an air strike, so you'll want to make sure that you don't have all your eggs in one basket. Keep your units spread out as far as possible to avoid devastating damage.

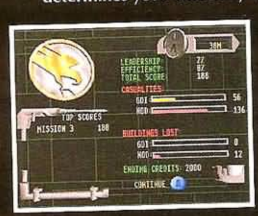




The SAM sites you build won't help against the air strikes, but you must build at least one to complete the mission. It doesn't matter where you locate the SAM, except that it must be in the power grid of your base.

THE SPOILS OF WAR

Scoring is based on how much Tiberium you use, which determines your efficiency score and how many units you lose, which in turn determines your leadership score. GDI players should aim for high scores in order to carry over the maximum amount of Tiberium between missions. The score makes no difference for Nod players.



THE STRUGGLE CONTINUES

GDI and Nod commanders have far to go if they hope to win the war. The initial skirmishes covered here are just a warm-up for the titanic battles ahead. Many of the dozens of missions will require hours to play, and there are multiple paths to add extra replay value. C&C 64 is so loaded that we couldn't hope to cover it all in one issue, so stay tuned for more strategies and tips for the toughest battles in the game in a future issue.



REACH OUT AND CRUSH SOMEONE











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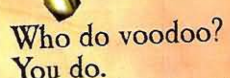


GETTING A HANDLE ON SHADOW MAN

With a weapon like the Violator—one of the most twisted surgical tools we've seen in a long time—it's difficult to believe that Simon Phipps is following his own game design philosophy. "I'm not too keen on the progressively-nastier-weapons-as-the-only-reward trend that has crept into games over the past few years," he says. "It's unimaginative and far too limiting, nothing more than searching for an exit, collecting ammo and dispatching bigger and bigger monsters with even bigger and bigger weapons."

Stranger and stranger

Violator aside, a rummage through the inventory does seem to show something more cerebral at hand. There's the Asson, a skull bound to a length of spine. There's the Calabash, a hard gourd found in Louisiana. And there's a Flambeau, a torch made from a skeletal forearm. Though the Asson spits flame, the Calabash acts as a smart bomb and the Flambeau gushes pure energy, Phipps says that the primary function of most objects in the game is not as weapons but as puzzle-solving tools. The Flambeau, for instance, also functions as a torch used to light passages and to burn through magical barriers.



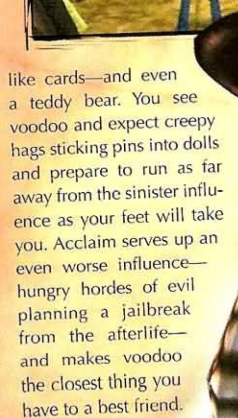
Inventory items, like the Violator, Asson and Flambeau, blur the line between violent weapons and keys for solving puzzling situations.

Ear for the eerie

The game is steeped in voodoo, a mysterious religion practiced in parts of the United States and the Caribbean. Those inventory items—Asson, Calabash, Flambeau—are taken right from the voodoo vocabulary and will be strange terms for most players. Shadow Man isn't alone on this foreign journey, however. Two central characters are there to help. A 400-year-old voodoo priestess, Mama Nettie, helps on Liveside, and the skull-and-serpent creature, Jaunty, assists on Deadside. Neither completely trusts the other, but they're both full of explanations for Shadow Man as he searches for Vévé (Gad) and Govi, for instance. Vévé are symbols of voodoo deities that give Shadow Man the ability to firewalk into new areas. Govi are vessels that contain disembodied souls, which must be collected before they're used as soldiers for the invasion of Liveside. With such foreign concepts, an ancient priestess and skullheaded snake should make good tour guides.









Who do voodoo? You do.

Acclaim is trying to turn your expectations upside down with Shadow Man. You see the violent Violator and think first-person fragfest. Acclaim says single-player adventure and hands you an inventory crammed with skeleton parts, FBI files, vegetables, Tarot-like cards—and even a teddy bear. You see voodoo and expect creepy hags sticking pins into dolls and prepare to run as far away from the sinister influence as your feet will take you. Acclaim serves up an even worse influence—hungry hordes of evil planning a jailbreak from the afterlife—and makes voodoo the closest thing you have to a best friend.



MULTIPLE DIMENSIONS

During the game's daylight hours, Shadow Man reverts to his mortal identity, Michael Le Roi, but that's not just some clean-cut alter ego. Before being cursed with his Shadow Man powers, Le Roi had been a professional hit man. Now he wields his cutthroat talents on the sunny side of this game as he uses FBI profiles to hunt several ultra-violent madmen in a Louisiana bayou, a New York tenament, a Texas prison and the London Underground.





The Flip Side of Flesh

Two things can change Le Roi into Shadow Man. Meeting his demise during the day is one of them. If he does, he'll rise again on Deadside, the afterlife, changed into Shadow Man. Though he can return to the land of the living, Liveside, he has much to accomplish among the dead. Because once he has tracked down the FBI's most wanted on Liveside, he must eliminate them permanently on Deadside. And whacking these wackos is only part of a larger conspiracy.



Dark Atmosphere

The second thing that can change Le Roi into Shadow Man is surviving day until night falls. Then he transforms—as do his perceptions of Liveside. Then the unseen, nightmarish side of life becomes visible. Hunting a madman through a Texas prison by day will be chilling enough, but Acclaim plans to make it a different experience by dark. Wherever and whenever, eerie atmosphere will be an essential part of the game. Make no mistake: gore-horror is there, but Acclaim is striving more for a what's-under-the-stairs creepiness. An early playable version of the game contains scary, dark rooms that become even more suspenseful when Shadow Man has a flashlight. As for sights seen, here's a teaser: Phipps reveals that among the game's textures, one's been mapped from photos of diseased skin. With this title's commitment to creepiness, players should bring a strong stomach to this game.

Meaty Plotting

Ultimately, Shadow Man must prevent Apocalypse, a Deadside plot to invade Liveside. Its leader, Legion, has conspired with insane spirits—as he says, "the unique and misunderstood"—to break the barrier and "punish and cleanse this pathetic world." If you think this sounds like a set-up for search-and-destroy mayhem, you'd be only partially correct about Shadow Man, according to the designers at Acclaim Studios Teeside (formerly Iguana U.K.). Senior designer Simon Phipps says that creating Shadow Man for a mature audience allows them to fill it with deep narrative, sophisticated dialogue and "hidden subtext for those who wish to read even more into it." Unlocking the mysteries in Shadow Man depends on pondering game elements like "Les Cartes de Prophétie," dozens of Tarot-like cards that hold clues to the developing plot.

How to Stalk a Shadow Man

Acclaim is definitely trying to walk a mature path with Shadow Man. With its dark tone and disturbing profiles, how have Acclaim designers gone where few other Nintendo 64 developers have gone before? For mature content, expect mature inspirations. Senior designer Simon Phipps points to horror novelist Clive Barker *(Hellraiser)*, film director David Lynch *(Blue Velvet, Eraserhead)* and director David Cronenberg *(eXistenZ, Videodrome)*. Phipps says that the game has been imbued with "all of the things that movies aimed at an older audience take for granted, but which video-game adventures are only just beginning to touch on." As for the game's detailed plotline, all references to voodoo—or, as he calls it, Vodoun—have been carefully researched. Creative director Guy Miller notes one more source that has helped Acclaim get in the proper state of mind: the FBI's handbook on serial criminals.





SHADOW MAN

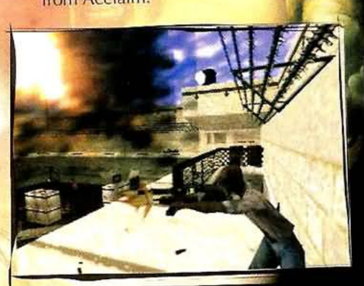
After dark is the place for new heroes to earn a reputation. Broad daylight has way too many heroes jockeying for attention. That's where Acclaim's Shadow Man game comes in.

NOT YOUR USUAL HERO

Shadow Man has the grim honor of being the "Walker-Between-the-Worlds," cursed with voodoo powers and given the heavy duty of purging evil from the night hours. But Shadow Man—the upcoming game—isn't the typical squeaky-clean title, either. This single-player adventure from Acclaim travels into the darkest heart of humanity, delves into the most disturbing regions of the mind and crosses into the land of the dead. It should come as no surprise that such a game has been branded with an M by the ESRB, making it a Mature title recommended for ages 17 and older. From what we've seen so far, the game earns it on several levels. Violence, storyline, atmosphere and technology—all the elements in Shadow Man are fully intended to push the limits of what we've come to expect from Acclaim.







MATURE
M
AGES 17+
CONTENT RATED BY ESRB

The Entertainment Software Rating Board has given this game a Mature (M) rating. This game is suitable for persons 17 and older. It contains intense violence, mature language and suggestive themes.

PUSHING THE BOUNDARIES

The team behind Shadow Man has experience on one of the most atmospheric titles, Forsaken 64, and one of the more muscular games, NBA Jam, for the Nintendo 64. To fuse this game's beauty to the bone, Acclaim Studios Teeside has created the VISTA, or Virtually Integrated Scenic TerrAin, Engine. "It enables us to display huge exterior environments with no fogging whatsoever, except where needed for atmospheric effect," reveals Jason Falcus, Director of Product Development. As for character animation, he says that they used a softskin system to smooth out those annoying bends and creases, and motion capture technology to put realistic 3-D animation data into character dynamics. Falcus says that the RAM Expansion Pak isn't required but will open low- and high-resolution modes which is good news for those who want the FBI's "Most Wanted" to have extra-quick reflexes and their gore spills to be picture perfect.

Hands-down, an epic experience

Ambidextrous may the the next big word in Nintendo 64 player control. Faced with a deadly wacko in a dark hallway, you'll be happy to have two hands to use. No more choosing either the flashlight or a weapon—in Shadow Man, you'll be able to assign different inventory items to each hand. Use the flashlight to illuminate the enemy, then blast him with your Calabash. Or, if you're not scared of the dark, blast with the Calabash and chew him up with the Violator. But much of the game's experience also depends on taking your hands off the controls and paying extra attention with your senses instead. Acclaim is using a gigantic 256-meg cartridge for Shadow Man, the same size used for The Legend of Zelda: Ocarina of Time, so that an hour of voice audio and several hours of cut scenes can be crammed into the Pak, along with lots of music and theme songs. The game's opening scene displays one such rich experience as the camera floats down a dank, dark sewer toward a voice with a British accent: "The ninth of November, 1888. By my deeds am I known, and I am known as Jack. Springheel Jack, Jack the Ripper. By my deeds am I known. And they are truly bloody." Thus begins an epic storyline that crosses time, continents and life itself—it's a good thing that Shadow Man brings along epic storytelling techniques for the ride.





FROM THE PAST...TO THE FUTURE

Developed from Acclaim's line of comics, Shadow Man has a background based on over 60 issues. Mike Marts, editor of Acclaim Comics, says that though the comic makes up the basis of the game, the series will be given a fresh spin in July that is in turn inspired by the game. Acclaim also plans a sequel to the game, according to creative director Guy Miller, who says that parts of the first game will remain mysteries until the second. We've played an early version of the game, and though much remains to be filled in, Shadow Man is already thick with moody mysteries. Packs of hound dogs laze around a weathered church. A giant embryo spins in midair. An abandoned subway car waits for passengers in an underground tunnel. Nettie the priestess grieves about the end of the world, while Jaunty the snake criticizes her for filling Shadow Man's thoughts with "doomsdaying and armagiddying." Acclaim might be planning a sequel, but we have yet to save Liveside even once. When the time comes, we'll be playing this shadowy game in the brightest daylight we can find.



THE NEW TETRIS®

This isn't just a chip off the old block-it's a new block altogether! The classic puzzler is reborn in H2O's The New Tetris, and it's chockablock with new challenges, a fiendishly fun Multiplayer Mode and even a history lesson to boot.

If H2O's blockbuster Tetrisphere raised your pulse, then RSVP your spot at the hottest block party on N64, The New Tetris. The same old addictive game play is intact, but H2O has opened the floodgate on new features like Spin Moves, Multiplayer Mode and the Wonders of the World. Even the new tunes are hot, so crank up the volume and block—er—rock on!







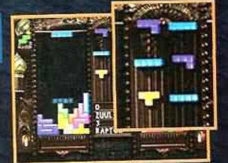


NEW BLOCKS ON THE KIDS

They didn't slap the word "new" on these blocks for no reason. The New Tetris features new play mechanics that enhance the action and help you really turn up the heat during competitive Tetris.

WHAT'S NEXT?

The maddening mystery of which shapes are on the way is usually the key frustration for Tetrisphiles. The New Tetris gives you an edge by displaying the next three pieces that will descend on your perfect pile.



It's hard to take your eyes off the Tetris well—where the blocks fall—when the action heats up, but keep glancing at the next three pieces so you can strategically build designs that will maximize your score.

SPARE PIECE

So, you have a Tetris all set up. All you need is the long, blue piece to finish the job. Enjoy the wait. Sometimes, it feels like eternity before a necessary piece shows up. With the new Spare Piece Option, you can keep a specific piece in storage.



Use the L Button to switch the falling piece with the piece you have in storage. You can switch the pieces only once, so make sure that the stored piece is the one you want to use. Trust us—store the long, blue pieces.

QUICK DROP

If time is of the essence use the Quick Drop Feature to slam a piece into place posthaste. Once you have the shape lined up with the space where you want to put it, press Up on the Control Pad to lock it down quickly.



If you are playing a Garbage game against an opponent, the Quick Drop feature will be your best ally. Pound other players with a well-timed Tetris before they can dump entire lines into your well.

SHADOW PIECE

Where would that piece fit? The shadow knows! Sometimes, your hands get ahead of your brains while playing Tetris and you lose track of what fits where. Figure out the best fit in advance with the Shadow Piece.



When a piece enters the well, a transparent ghost will appear in the bottom. Use this shadowy guide to help you find the best place to drop each piece and create tighter Tetrises.

BONUS LINES

Score extra lines by creating two special shapes out of the seven pieces. If you create these shapes, then eliminate them with a Tetris, you'll score extra lines for use on the Wonders.



GOLD MONOSQUARES

Create a 4x4 square with four pieces of the same shape to be rewarded with a golden Monosquare. Clearing lines with part of the Monosquare is worth big points. If you can clear a Monosquare with a Tetris, you'll earn 50 lines. Talk about your Wonders!



SILVER MULTISQUARES

A Multisquare is created by making a 4x4 square with different shapes. The silvery result is also worth a lot when you clear a portion or all of it by completing lines. Use Space Pieces to build Multisquares. The winnings are well worth the effort.

SPIN MOVE

Oops! You've got an empty space at the bottom of your well that's blocked by another piece. In certain situations, such as if the space would accommodate a T-shaped block, you can spin a T-shaped piece into place at the last minute and fill the void. The only piece you cannot use in a Spin Move is the square.





POSITION THE PIECE

Allow the piece you want to spin to fall into the empty space. As soon as the piece enters the space, press the A or B Button to spin it before it freezes into place.



SPIN MOVE BONUS

If you clear a line with a Spin Move, pieces surrounding the Spin Move will turn into 1x1 blocks and fall. This can potentially clear more lines and increase your line count exponentially.

THE WONDERS OF TETRIS

The Wonders of the World make more than just a cameo appearance in The New Tetris. Every line you clear goes toward constructing these amazing pieces of architecture, and the well backgrounds are designed according to the themes of the Wonders.





Once you build a Wonder, you'll be treated to a 3-D tour of each monument. You can even read some fun facts about each of the Wonders. Hey, you never know when Ancient Architecture will be a category on Jeopardy!

TRIO OF TETRISES

The New Tetris is fully equipped with three different outfits: Marathon, Sprint and Ultra. Each mode presents a different challenge, but they all require you to clear lines quickly. For Tetris purists, Marathon play is basic Tetris. Sprint and Ultra Tetris add extra pressure to the geometric madness: You must meet set time and line requirements to succeed. All lines cleared in any of the three games count toward building Wonders.

MARATHON

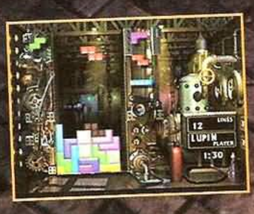
Give your brain a run around the block with Marathon Tetris. Marathon Mode is basic Tetris, pure and simple. Drop pieces, collect lines and keep the well as empty as possible. Easier said than done, but the Shadow Pieces will help.



Don't get attached to the leisurely pace at the beginning of the Marathon, because pieces start falling faster as your score rises. Toward the end of the race, you'll be in an all-out dash to keep the well empty.

SPRINT

Three minutes? That's all the time you get to clear as many lines as possible. Use the Spare Pieces and Shadow Pieces to maximize the number of lines you can clear. Quick Drop compatible blocks to create Tetrises whenever possible.



Under the time constraint, it will be difficult to create Monosquares and Multisquares. Unless you see three of the same piece between the Next Pieces and the Spare Piece, don't try anything fancy.

ULTRA

All that stands between you and Tetris glory is 150 lines. Fortunately, there's no time limit to contend with, but 150 is still a lot of shapes to ship out. Use Mono- and Multisquares to make the big scores and seize the Wonders.



The pieces will start falling faster as your score creeps toward the 150 mark, so don't blink much as the blocks descend into your well. A few well-placed Spin Moves will clear the shapes away.

VERSUS THE TIN MAN

If you're without fellow Tetris fanatics, you can engage the computer in a friendly game of shape shifting. Head's up: The computer is good. It doesn't make many mistakes. Practice alone before you try roadblocking the computer's path to victory.





Playing Garbage games with the computer will have you talking trash in no time. Use all of The New Tetris extras, like Shadow and Spare Pieces, to your advantage—you just might stand a chance against the machine.

SHAPE UP OR, YOU KNOW...



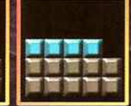
Seven pieces...and a million possibilities. The endless replay value of the greatest puzzler of all time is what keeps Tetris fans coming back for more. As you put yourself through the mind-numbing paces, you will pick up your own strategies, but let the pros at Nintendo Power give you a crash course in Tetris 101. Because the worst block of all is a mental block.



FENG SHUI, TETRIS-STYLE

The 4,000-year-old Chinese art of placement may have influenced Tetris. Minimize negative space—open holes in the midst of your geometrical masterpiece—by fitting pieces together in the most effective manner. Do everything you can to avoid jutting corners.





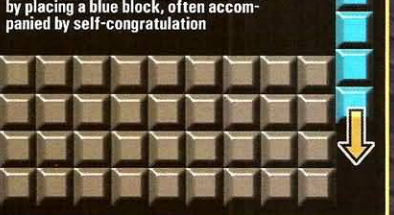


FLAT IS PHAT

If you build a proverbial skyscraper with your blocks and touch the top, the jig is up. So, lay pieces down flat to keep the vertical element from growing. Remember, you're clearing horizontal lines, and there isn't always room at the top.

TETRIS!

Bingo. Yahtzee. Tetris. What do these three games have in common? The game is named after the end-all move. You'll earn credit for five lines when you complete a basic four-line Tetris, more if you can work in a Mono or Multisquare.



START ON THE EDGE

The best way to start a round is by filling the corner. Once you have a tight corner of blocks, you can start filling out the the rest of the well horizontally and quickly clear serious lines.



ASSEMBLE THE TETRIS

Set up a Tetris by building a brick house four lines tall, but leave a single empty column on the edge. Wait for a long, blue piece to enter the rotation or use a stored one to finish the job.



KEEP THE PIECE

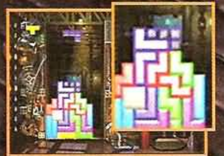
The long, blue block is your best ally in Tetris. When the blocks start piling high, use it to get out of a jam. Keep one of these blocks as your Spare Piece when the well starts looking a little too full.



BLOCK, STOCK AND PARALLEL



Most pieces often fit together, like the two L-shaped blocks. Lock these compatible pieces together in a tight fit, and you'll keep your well from overflowing. This is one cup you don't want to runneth over.



Use interlocking pieces to create the powerful Mono— and Multisquares. If you're trying to keep your ever-growing stack under control, lay these interlocking blocks horizontally on top of each other.

TIME IT RIGHT

There's a zen to block placement. If you have an empty space under a ledge, and a descending block might fit, relax and let the falling piece line up with the space. Before the block freezes into place, gently slide it over.





These shots illustrate how you can slide a piece into place at just the last minute. The purple, L-shape can fill the negative space under the green, S-shape. Ease the piece down, then slide it at the last second.

EXCLUSIVE!
YOU AND YOUR BLOCKHEAD FRIENDS



Multiplayer Tetris. It's an idea whose time has come. Instead of facing off against the computer, throw down the gauntlet with up to three other friends. Four-player Tetris is a fun, mind-chewing experience, as you fill each other's wells with Garbage pieces in a furious mental contest to see who really is the best. It's the only time when "blockhead" is considered a compliment.

GARBAGE

You've got your Tetris mojo working in overdrive—you're a Tetris superstar. Suddenly, your opponent pulls off a wham-bam move and your previously empty well is now full of extra pieces. You got dumped on. Garbage pieces add a frustrating element of play, thwarting your—or your opponent's—strategies.

HOT POTATO

If you have the "hot potato," all the Garbage from other players will be dumped into your well. When the player with the "hot potato" clears at least one line, the potato is passed to another randomly selected player.



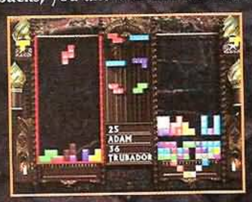
DIRECTED

Pure evil. In a Directed match, you actually choose who will receive your garbage. The destiny of another player is in your hands, so choose wisely. Use the left and right C Buttons to select the unlucky player.



TWO-PLAYER VERSUS

For centuries, chess and Go have been considered the ultimate contests of cerebral fitness. Now there's a new venue for stylized, mind-numbing showdowns: two-player Tetris. Between line-clearing and comebacks, you and a friend will work your brains overtime for Tetrisized bragging rights.



If you're playing Hot Potato against a friend, try to keep your pieces set up so that a single block drop will clear a line. You may not score any huge bonuses, but you'll keep your Garbage count low.



If you start seeing too many holes in your well, play conservatively and clear lines whenever possible. Going for the big score can sometimes backfire if your opponent dumps a lot of Garbage on you.

THREE- TO FOUR-PLAYER VERSUS

Four-player Tetris is the mathematical evolution of group therapy: group geometry. Keep the door shut, because four-player Tetris matches are known for degenerating into four-person shouting matches. It shouldn't be any surprise that four-player Tetris is a hit at the Power offices, and it's likely to be a winner in your home too.



Four-player Tetris is by far the most fun you'll have with Tetris. Whether you play cooperatively or cutthroat, putting your collective heads together and slinging blocks with friends is a sure-fire good time.



Instead of making a four-player affair a simple free-for-all, choose Directed play to gang up on a single player and force him or her out of the match. Sure, it's mean-spirited, but that's what makes it so enjoyable.





Nickelodeon's lovable Rugrats enter a new dimension in a goofy, 3-D board game from THQ that captures the fun of the show!

The crazy misadventures of the Rugrats have wowed television audiences for years, but their mega-successful movie last fall bounced these animated tykes straight into the popularity stratosphere. Now, THQ is bringing these high-profile toddlers to your N64 in a nursery-themed board game that lets you have fun with Tommy Pickles and Co. right in your very own crib. Rugrats Scavenger Hunt is simple to set up, making it perfect for several younger gamers to enjoy it as a multiplayer game. And easy-to-use play control will have you and your friends toying with Tommy, Chuckie, Angelica and the rest of the Rugrats gang faster than you can say "Cootchie-cootchie-coo."





Game Basics

Which Rugrat do you associate with the most? Brave Tommy? Apprehensive Chuckie? Excitable Lil? Choose from the four Rugrats below when you start a game. Up to four players can take on any of the boards, but some boards require that the computer control at least one other tyke. For example, you can play Reptar Rally alone, but you must then include three computer-controlled Rugrats.


Tommy


Chuckie


Phil


Lil

Other Rugrats

With the exception of Reptar Rally, each board features at least one of these colorful characters to help or hinder you on your quest. Keep track of their locations and, with the exception of nasty Angelica's, try to land on their spaces. Grandpa dispenses Cookies, Spike gives rides and Susie searches for Treasure.


Angelica

Sugar, spice and everything nice? That's not what this little girl is made of. Angelica, Tommy's pig-tailed cousin, loves to pick on babies.


Grandpa

Grandpa Pickles, with his uncanny knack of falling asleep anywhere, is the babies' best friend, providing them with a constant supply of Cookies.


Spike

Tommy's dog, Spike, is the Rugrats' guardian. Always willing to lend a paw, Spike gives the Rugrats a ride on his back when necessary.


Susie

Three-year-old Susie offers her advice freely to the Rugrats. If you bump into her while playing, she'll help you find hidden items.

Angelica's Temple of Gloom



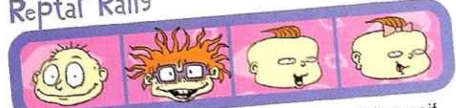
You can explore the Temple alone or choose to have three computer-controlled characters help you out.

Pirate Treasure Hunt



If you play alone, you need to have at least one computer-controlled Rugrat join you on your adventure.

Reptar Rally



There will always be four Rugrats in play for Reptar Rally, even if you're the only person playing.

Multiplayer



Two to four players can play all of the boards. Just choose which Rugrat you want to take baby steps with from the Character Select screen.



A Baby's Gotta Do What a Baby's Gotta Do



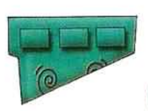
That's Tommy's rallying cry, and you'll hear it a lot when you tag along with the diaper-clad Rugrat hero. As you wander the squares of Angelica's Temple of Gloom and the Pirate Treasure Hunt, you need to keep an eye on the other players, because you don't want to waste turns looking for hidden items in places they've already looked. Although, as an infant, you've got all the time in the world.

Board One

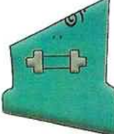
Angelica's Temple of Gloom

Whoops! The Rugrats (Angelica, to be specific) have broken Stu Pickles's ancient Aztec Statue replicas, and he still has payments to make on them to the home shopping channel. To help Stu, you must search the Temple for all the Pieces of the Statues before Angelica can reassemble her Statue and pass the blame off on the Rugrats. Watch out for Angelica, who will roam the Temple, trying to steal your Cookies and Pieces.

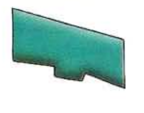
Small Board
Medium Board
Large Board



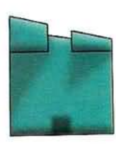
Piece 1



Piece 2



Piece 3



Piece 4

Cookie Thief!



If Angelica crosses your path, she'll take 10 of your Cookies. If you don't have at least 10 Cookies, she'll steal a Statue Piece.

Baby Gate

The Baby Gate will keep you going in one direction. If you find the Compass, you can wander in any direction around the board.





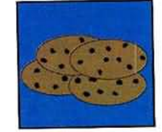
Board Squares

Crib Square



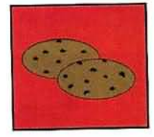
The Crib Square sends your Rugrat straight to the Nursery, where you must sit out a turn in the crib. In exchange, you get a full supply of Z's.

Gain Cookie



You start out with 10 cookies. If you land on one of the many Gain Cookie Squares, you can pick up two to four extra cookies to bait Angelica with.

Lose Cookie



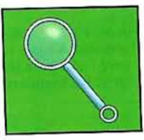
The red Lose Cookie Square should be avoided at all cost. If you land on one of these squares, you will lose either one or two cookies.

Cat Naps



Every baby needs to take a rest now and then. Land on one of the Cat Nap Squares to take an impromptu nap and restore some of your precious Z's.

Search

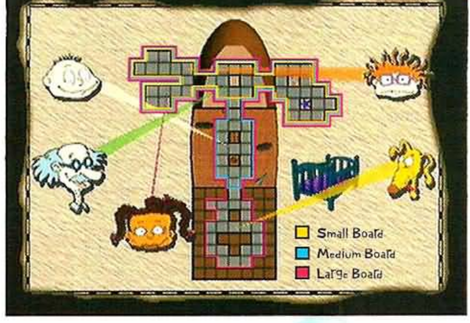


Land on the Magnifying Glass to take a peek in the room's many hidden spots. Sometimes you can even look in two hiding spaces if you find a special item.

Pirate Treasure Hunt

After Stu builds a pirate ship for the family aquarium, Grandpa spins a tale about diving for sunken booty in the Caribbean Sea. This convinces the Rugrats that they, too, might find Treasure lurking in the keep of Stu's pirate ship. Susie immediately agrees to help the Rugrats out.





Riding Spike

If you occupy the same square as Spike, you can ride the pup for a maximum of five squares. With Spike's help, you can easily travel long distances.

Treasure Hunter

If you have 10 Cookies to trade, Susie will find a piece of Treasure for you. If there's no Treasure in the room, Susie will keep the Cookies!

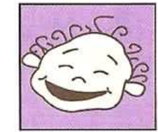
Board Squares

Secret Passageway



Uncover the Screwdriver so you can use the Secret Passageways. The passageways will quickly lead you from room to room.

Dil



Dil's always happy to show off his Reptar Wagon, and if you land on his square, he'll ride around the board, switching the squares around.

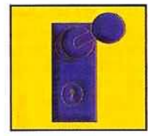


Toy Chest



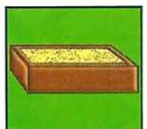
Landing on the Toy Chest Square gives you the option to play a Toy Card for six Cookies. Toy Cards affect other players' locations on the board.

Door



The Doors lead you from room to room on the boards. Landing on the Door doesn't count as a move.

Sandbox

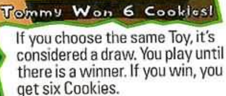


After all the hiding places have been searched, each Search Square turns into a Sandbox. Sandboxes protect you from other babies.

Toy Contest

Babies can be so territorial. If you land on the same space as another Rugrat while searching for Treasure, you must compete in a Toy Contest. Like rock, paper, scissors, you win the Toy Contest by choosing among three different Toys. The Cannonball breaks the Toy Sword. The Toy Sword cuts the Pirate Flag. And the Pirate Flag defeats the Cannonball.



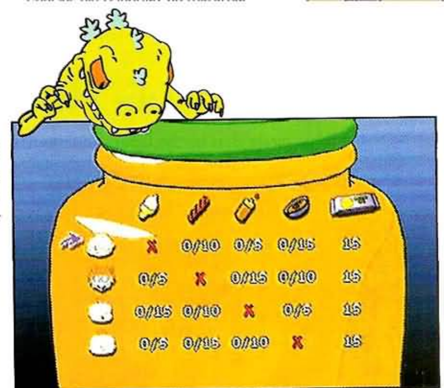


If you choose the same Toy, it's considered a draw. You play until there is a winner. If you win, you get six Cookies.

Board Three

Reptar Rally

Travel back to the Messyzoic Age with the Rugrats! After spilling Chocolate Milk on their Reptar Board Game, the Rugrats imagine themselves having to clean up a sugary mess on Reptar's island. You must collect five to fifteen pieces of each sweet on the different zones. The first baby to collect the required amount of Pudding, Chocolate Milk, Licorice and Ice Cream wins!



Reptar Squares

Bonus Square



Each zone contains one Baby Bonus Square. If you land on the Baby Bonus Square, you earn extra sweets toward your required candy count. Try to land on this space as often as possible.

Key



A key lets you enter specific zones. A Silver Key costs five Reptar Bars. A Golden Key grants free passage. A Rainbow Key lets you go anywhere.

Chance Move



A Chance Move Square will send your Rugrat either forward or backward. You'll receive the bonus of whatever square you land on.

Whammy Square



This square lets you take candy from other players, trade Reptar Bars for candy, or reset Reptar Bar counts. Taking candy from a baby? For shame!

Lever and Catapult

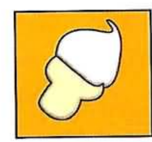




If you pass the Lever Square, you'll pull a candy cane Lever that will hurl any baby standing on the Catapult Square into a candy zone.

Messyzoic Zones

The Ice Cream Age



The Ice Cream Age is Tommy's favorite zone. Once you land in his zone, you can collect Ice Cream Cones.

The Land of Licorice



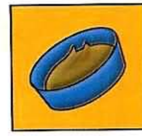
Chuckie digs Licorice, so this is his favorite zone. Wander around Chuckie's zone to collect pieces of Licorice.

Cocoazoic



Little Lil loves Chocolate Milk, so the Cocoazoic Zone is dedicated to her. Collect bottles of Chocolate Milk in her zone.

Chocolithic



Fill Phil with Chocolate Pudding, and he'll be a happy baby. Tour his zone to pick up yummy bowls of Chocolate Pudding.

Rainbow Key



The Rainbow Key is a valuable item in Reptar Rally. When you find one, select the zone for the sweet you need the most. Once you get the required amount of that sweet, nobody can take it away from you.

Reptar King



The big dino himself is trumping around the top of his tower. If you land on a space that's connected to Reptar's ring by a trail of icing, Reptar will give you all the sweets that he has dug up in his zone.





THE CHALLENGES

HOMER ODYSSEY

Step up to the plate in Acclaim's All-Star Baseball 2000 for the N64 and take a swing at the Home Run Derby. If you can score enough homers to make Mark McGwire and Sammy Sosa proud, we'll print your achievement in Arena.

HANG ON TO YOUR TWIN ENGINES!

Has Podracing become a pain in the Hutt? If you answered no, then prove it by sending us photos of your best times for Abyss, Scrapper's Run or Fire Mountain Rally. And if you answered yes, you must brake for Jawas.

CHEATS FOR THE STREETS

By smashing through the red Cheat Boxes in Championship Mode, you'll unlock the Cheat Menu. Unlock all 18 cheats, then snap a photo of your Single Race and Beetle Battle Cheat Menus to cruise into our hall of fame.



ALL-STAR BASEBALL 2000

#2



STAR WARS: EPISODE I: RACER

#3



BEETLE ADVENTURE RACING

NAME THE GAME!

Sure, you can identify any area from The Legend of Zelda: Ocarina of Time when you see it, but what if we smeared colors all over it and blurred the image? If you're truly worthy of the Triforce, you should recognize the place.

NP SCOREBOARD

THE LEGEND OF ZELDA: A LINK TO THE PAST

Finished the Game Undefeated (Vol. 111)

M.Hlavacek, Albuquerque, NM	13 Hearts
John Morris, Miami, FL	13 Hearts
Daniel Goodwin II, Ravenna, OH	16 Hearts
Peter Martorelli, Hamilton, ON	16 Hearts
Andy Corum, Council Bluffs, IA	17 Hearts
Tim Foster, Sod, WV	17 Hearts
Brody McKnight, Quesnel, BC	17 Hearts
Michael Prestien, Sallisaw, OK	17 Hearts
Wendy Shafer, Sykesville, MD	17 Hearts
Tony Webb, Glenwood, AR	17 Hearts

WETRIX

Pro Mode High Scores (Vol. 113)

Bob Kaczynski, Lavallette, NJ	8,816,675
Sai Higashi, Pasadena, CA	2,664,025
Jed Rivero, San Jose, CA	2,547,112
M. Johnson, Drayton Valley, AB	2,022,023

BANJO-KAZOOIE

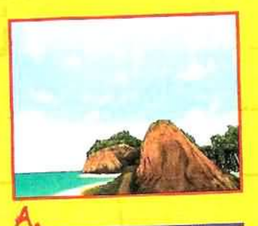
High Scores in Mr. Vile's Contest (Vol. 112)

Bobby Lajoie, Shawinigan, PQ	44
Kurt Gibson, Westport, CT	41
Scott Miller, Lodi, CA	41
Terence Chu, Hillsboro, OR	40
Toby Jurewicz, Jenison, MI	40
Sean Mann, Fairfield, CA	40

GAME BOY CAMERA

Run! Run! Run! High Scores (Vol. 113)

Nicolas Ares, Granby, PQ	14:64
Dustin Banes, Aurora, CO	14:71
Hiroshi Tembata, Tamuning, GU	14:74
Zack Gasiorowski, Tinley Park, IL	14:82
Chris Hendricks, Salem, OR	14:84
Zach DeGraffenreid, Brumley, MO	15:14
Rob Hofford, Jersey Shore, PA	15:21

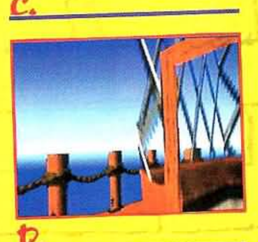


A.



B.

C.



D.



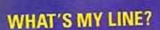
E.

QUIZ



PUTTING THINGS IN PERSPECTIVE

If you're getting that feeling of déjù vu, it's probably because you've visited the areas in these pictures. They're not as recognizable, though, because they're shown through the eyes of an N64 video game character. See if you can name the following games shown in first-person perspective.



QUIZ

WHAT'S MY LINE?

Readers who are tuned in to their games remember the phrases that characters say or the refrains from the songs that play. Listen up and guess the speaker (or group or singer for numbers 6 and 7) and game for the following quotables.

1) "Hey! I thought I was the best!"
speaker:
game:

2) "Nice wheels"
speaker:
game:

3) "PK Fire!"
speaker:
game:

4) "Have you seen my chance cube?"
speaker:
game:

5) "Has anyone seen Fox Mulder's sister?"
speaker:
game:

6) "Open up!"
speaker:
game:

7) "Right about now, funk soul brotha."
speaker:
game:

In Super Mario 64, can you shoot yourself into another cannon? —A Twisted Challenge from Saleem Ahmad of Cambridge, OH

Using the Shrink Racer Code, can you win the gold in the 150cc Special Cup Race in Super Mario Kart for the Super NES?—A Twisted Challenge from David Vega of Hayward, CA

F-ZERO

Best Times for Mute City I (Vol. 112)

Joseph Cooper, Portage, MI	1:55.57
Tim Allen, Seaside, CA	1:57.48
Doug Fullerton, Milford, MI	1:58.10

Best Times for Big Blue (Vol. 112)

Douglas Nelson, Hunt, TX	2:09.72
Donny Wise, North Little Rock, AR	2:10.84
Bryan Good, Cleona, PA	2:15.59

Best Times for Sand Ocean (Vol. 112)

Douglas Nelson, Hunt, TX	2:26.01
Donny Wise, North Little Rock, AR	2:27.47
Jonathan Bryant, Burlington, NC	2:36.39

Best Times for Death Wind I (Vol. 112)

Erin Stearns, Ogdensburg, NY	1:44.74
David Guertin, Southington, CT	1:45.67
Douglas Nelson, Hunt, TX	1:45.67
Donny Wise, North Little Rock, AR	1:45.95
Bryan Good, Cleona, PA	1:48.21

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than August 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

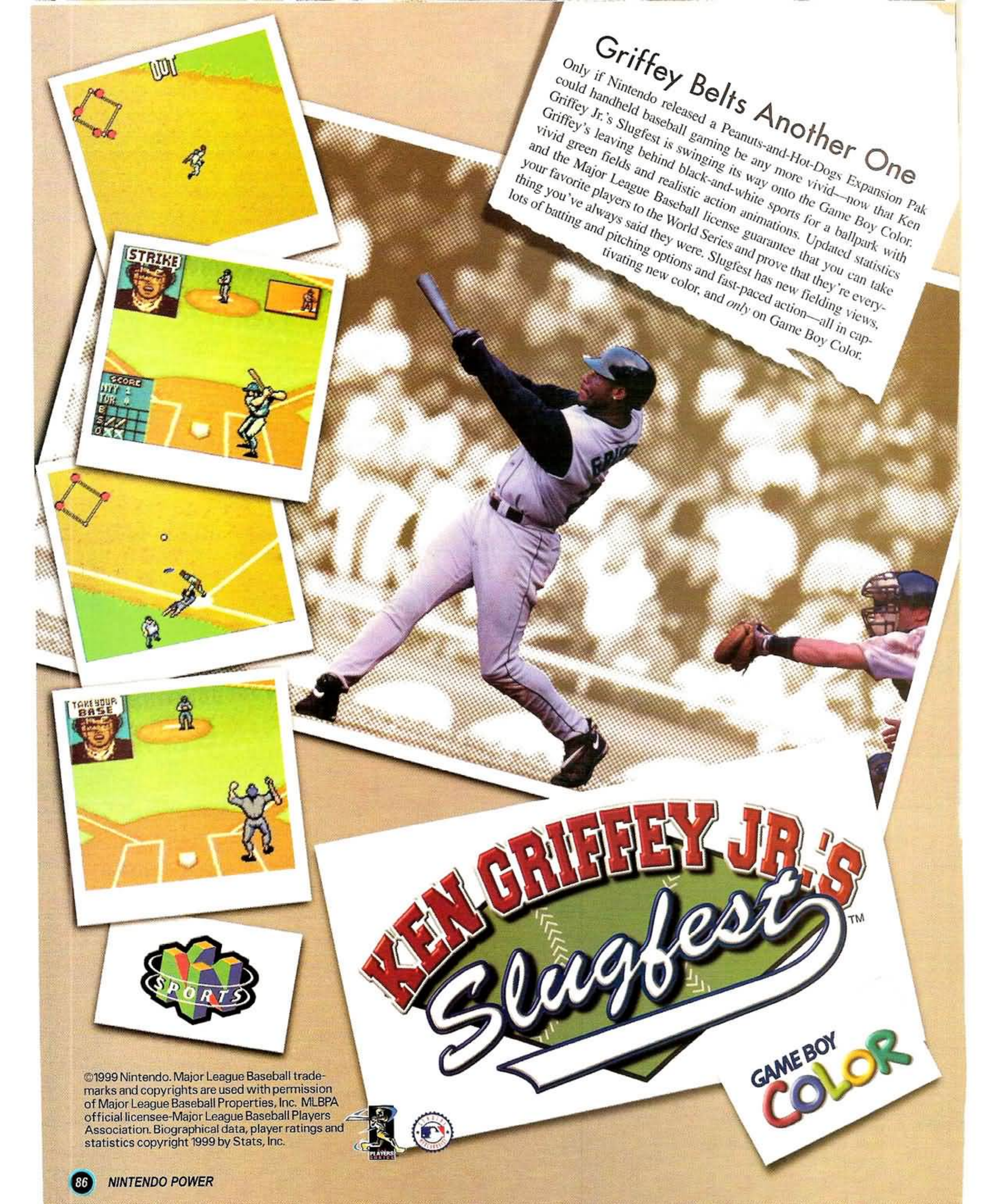
ANSWERS TO VOLUME 121

TRY THIS!
Reader Jeff Blazer sent in this trick. To carry a half-broken Deku Stick, stand on a ledge and hit your Deku Stick against something, like the Gossip Stone on the cliff by Mido's house. When you hit the stone, the impact will knock you off the cliff, but you'll catch yourself before you have a chance to discard your broken stick.

GAME EQUATIONS
1. Kabuki Jo - Kabuki + Anakin - Ken + Dark = Joanna Dark

2. Fox + Mickey - E + Cloud City - City = Fox McCloud

3. J-Bomb + R - J + Cartman - Cart = Bomberman



Griffey Belts Another One
Only if Nintendo released a Peanuts-and-Hot-Dogs Expansion Pak could handheld baseball gaming be any more vivid—now that Ken Griffey Jr.'s Slugfest is swinging its way onto the Game Boy Color. Griffey's leaving behind black-and-white sports for a ballpark with vivid green fields and realistic action animations. Updated statistics and the Major League Baseball license guarantee that you can take your favorite players to the World Series and prove that they're everything you've always said they were. Slugfest has new fielding views, lots of batting and pitching options and fast-paced action—all in captivating new color, and *only* on Game Boy Color.
OUT
STRIKE
SCORE
TAKE YOUR BASE
SPORTS
KEN GRIFFEY JR.'S Slugfest™
GAME BOY COLOR
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EXHIBITION PLAY

Slugfest on GBC packs in all 30 teams from the entire American League and National League. So if you don't have the time for the full 162-game season, you can still put together a quick challenge, just nine innings between you and another crew. Exhibition Play Mode makes Griffey the game for you if you want a quick fix of America's favorite pastime. Change the lineup and swap out your bullpen as you head out to the field, and dive into a wealth of player statistics as you hammer your way through the opposition. Multiple batting and pitching options give Griffey an edge of unpredictability all the way to the ninth.



Don't let double-plays slip away. Quick throw-to-base controls ensure you'll have time to pick up that runner on first.

AUTO FIELD



Until you break in your Slugfest glove and master the outfield controls, the Auto Field setting will keep your fielders on top of flyballs.

DESIGNATED HITTER



If you're not a big fan of the American League's designated hitter stand-in, you can toggle the game's Designated Hitter Option to force pitchers to hit, instead of the DH.

ACTION ANIMATIONS



When you make that truly unbelievable dive for the ball, action animations will pop up to freeze-frame the moment in all its glory. So push your players' limits—or just resort to smacking the batter with a pitch—to see Slugfest come alive.

SPORTS

Junior Homers Again!

Griffey, the Greatest Ev...

ANAHEIM ANGELS — AL WEST

Lineup	1998 STATS	
LF ERSTAD		
CF EDMONDS		
1B M. VAUGHN		
DH SALMON	AVG.	.337
RF ANDERSON	HITS	205
3B GLAUS	2B	31
C GREENE	3B	2
2B VELARDE	HR	40
SS DISARCINA	RUNS	107
P C. FINLEY	RBI	115
	SB	0

BALTIMORE ORIOLES — AL EAST

Lineup	1998 STATS	
2B DESHIELDS		
CF B. ANDERSON		
LF BELLE		
1B W. CLARK	AVG.	.328
RF SURHOFF	HITS	200
DH BAINES	2B	48
3B RIPKEN JR.	3B	2
C C. JOHNSON	HR	49
SS BORDICK	RUNS	113
P MUSSINA	RBI	152
	SB	6

BOSTON RED SOX — AL EAST

Lineup	1998 STATS	
DH OFFERMAN		
3B VALENTIN		
SS GARCIAPARRA		
1B STANLEY	G	33
LF O'LEARY	CG	3
CF FRYE	IP	233 2/3
C HATTEBERG	K	251
2B LEWIS	BB	67
RF T. NIXON	SO	2
P P. MARTINEZ	W-L	19-7
	ERA	2.89

CLEVELAND INDIANS — AL CENT



Lineup	1998 STATS	
CF LOFTON		
SS VIZQUEL		
2B R. ALOMAR		
RF M. RAMIREZ	AVG.	.337
1B THOME	HITS	205
LF CORDERO	2B	31
DH JUSTICE	3B	2
3B FRYMAN	HR	40
C S. ALOMAR JR.	RUNS	107
P NAGY	RBI	115
	SB	54

KANSAS CITY ROYALS — AL CENT

Lineup	1998 STATS	
CF BELTRAN		
3B RANDA		
LF DAMON		
1B KING	AVG.	.277
DH SWEENEY	HITS	178
RF DYE	2B	30
SS R. SANCHEZ	3B	10
C KREUTER	HR	18
2B FEBLES	RUNS	104
P APPIER	RBI	66
	SB	26

DETROIT TIGERS — AL CENT

Lineup	1998 STATS	
CF B. HUNTER		
DH JEFFERIES		
RF HIGGINSON		
1B T. CLARK	AVG.	.284
3B PALMER	HITS	174
2B EASLEY	2B	37
LF ENCARNACION	3B	4
C AUSMUS	HR	25
SS D. CRUZ	RUNS	92
P THOMPSON	RBI	85
	SB	3

CHICAGO WHITE SOX — AL CENT



Lineup	1998 STATS	
2B DURHAM		
SS CARUSO		
DH THOMAS		
RF ORDONEZ	AVG.	.265
1B KONERKO	HITS	155
CF JACKSON	2B	35
3B NORTON	3B	2
LF ABBOTT	HR	29
C FORDYCE	RUNS	109
P BALDWIN	RBI	109
	SB	7

MINNESOTA TWINS | AL CENT

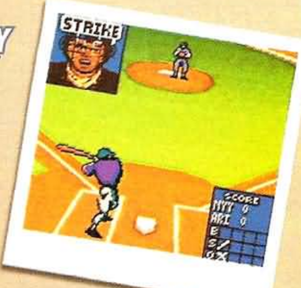


- 2B WALKER
- CF T. HUNTER
- RF LAWTON
- DH M. CORDOVA
- 3B COOMER
- 1B MIENTKIEWICZ
- LF C. ALLEN
- C STEINBACH
- SS C. GUZMAN
- P RADKE

1998 STATS	
AVG.	.253
HITS	111
2B	30
3B	2
HR	10
RUNS	52
RBI	69
SB	3

THE LONG HAUL: FULL SEASON PLAY

If you're ready for a full season of Slugfest, stock up on the frosty beverages and lukewarm hot dogs. You'll be flying a nearly non-stop tour through the 1999 Major League Baseball season. Whether you like to take the field with your team—inning-by-inning, player-by-player—or just want to kick your feet up, take advantage of Manage Mode and watch your trading, lineup and bullpen decisions at work.



NEW YORK YANKEES | AL EAST

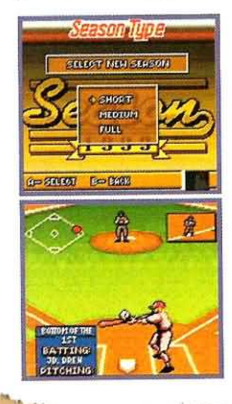


- 2B KNOBLAUCH
- SS JETER
- CF B. WILLIAMS
- 1B T. MARTINEZ
- RF O'NEILL
- DH C. DAVIS
- 3B BROSIUS
- LF CURTIS
- C POSADA
- P CLEMENS

1998 STATS	
G	33
CG	5
IP	234 2/3
K	271
BB	88
SO	3
W-L	20-6
ERA	2.65

SEASON LENGTH IS UP TO YOU

For full-season satisfaction, choose a 162-game race to the pennant. Or if you'd like to face the heat faster, set the season length to 78 games for a midsummer start. For a shorter race to the World Series, you can skip ahead to September for a 26-game season that puts a premium on every game.



EASY TRADING

Whether you want to assemble your dream team, or you have an eye for talent, the Trading Mode makes player swaps easy. All players have their strengths, so make sure that you've gotten to know your players' abilities through plenty of on-the-field action before that critical trade. You might just lose a diamond in the rough.





OAKLAND ATHLETICS | AL WEST



- 2B T. PHILLIPS
- DH GIAMBI
- RF STAIRS
- 1B JAHA
- LF GRIEVE
- 3B CHAVEZ
- CF CHRISTENSEN
- C HINCH
- SS TEJADA
- P ROGERS

1998 STATS	
AVG.	.288
HITS	168
2B	41
3B	2
HR	18
RUNS	94
RBI	89
SB	2

STRATEGIZE WITH SCHEDULES AND STANDINGS





Stay in touch with your team's schedule and league standings, and you'll be primed for changing your lineup and bullpen to meet the upcoming challenges on a team-by-team basis—or for giving your benchwarmers a chance during the no-sweat games.

SEATTLE MARINERS | AL WEST



- 2B C. GUILLEN
- SS A. RODRIGUEZ
- CF GRIFFEY JR.
- DH E. MARTINEZ
- 1B SEGUI
- LF BUHNER
- RF HUSKEY
- 3B R. DAVIS
- C WILSON
- P MOYER

1998 STATS	
AVG.	.284
HITS	180
2B	33
3B	3
HR	56
RUNS	120
RBI	146
SB	20

TAMPA BAY DEVIL RAYS | AL EAST



- CF WINN
- RF D. MARTINEZ
- DH CANSECO
- 1B MCGRIFF
- C FLAHERTY
- LF MCCRACKEN
- 3B BOGGS
- 2B CAIRO
- SS STOCKER
- P ARROJO

1998 STATS	
AVG.	.237
HITS	138
2B	26
3B	0
HR	46
RUNS	98
RBI	107
SB	29

TEXAS RANGERS | AL WEST

- CF GOODWIN
- C I. RODRIGUEZ
- LF GREER
- DH J. GONZALEZ
- 1B PALMEIRO
- 3B ZEILE
- DH STEVENS
- 2B MCLEMORE
- SS CLAYTON
- P SELE

1998 STATS	
AVG.	.319
HITS	193
2B	50
3B	2
HR	45
RUNS	110
RBI	157
SB	2

TORONTO BLUE JAYS | AL EAST

- LF S. STEWART
- 2B BUSH
- RF S. GREEN
- 1B DELGADO
- DH HOLLINS
- 3B T. FERNANDEZ
- CF J. CRUZ JR.
- C FLETCHER
- SS A. GONZALEZ
- P WELLS

1998 STATS	
G	30
CG	8
IP	214 1/3
K	163
BB	29
SO	5
W-L	18-4
ERA	3.49

MANAGE MODE

Take off the cleats and ride through Slugfest in Manage Mode. Switch the batting order, change your player positions and fortify the bullpen before games. During games, send in pinch hitters and make fielding subs. Then let your highly paid fingers take a break and watch the innings race by while your players sweat it out.



ALL-STAR AMBITION AND DERBY DRIVES

Blast a few baseballs into the stands with a couple of rounds of Home Run Derby, or raise the roof with the All-Star clash of the titans. Ken Griffey Jr., Cal Ripkin Jr. and more 1998 fan picks back up the American League, and Mark McGwire and Sammy Sosa lead the National League.





Are you ready to prove your fave league's superiority? If you play through an All-Star game, you can outcrack the computer and write your league's name with baseballs blasted into the stands.

NO WAITING FOR THE WORLD SERIES

For high-pressure play, you can jump straight to the World Series. No matter how the 1999 series plays out, write your own history by choosing your own American League and National League pennant winners. Then take your team to a four-game sweep against the computer and lay claim to the World Series ring that's rightfully yours.





If you don't have the patience to take the championships one pennant at a time, bolt right for the World Series and slide into baseball history.

HOUSTON ASTROS	NL CENT	1998 STATS	
2B BIGGIO			
RF D. BELL			
1B BAGWELL			
LF ALOU		AVG.	.325
3B CAMINITI		HITS	210
CF EVERETT		2B	51
C EUSEBIO		3B	2
		HR	20
SS GUTIERREZ		RUNS	123
P REYNOLDS		RBI	88
		SB	50

FLORIDA MARLINS	NL EAST	1998 STATS	
2B CASTILLO			
RF KOTSAY			
LF FLOYD			
1B D. LEE		AVG.	.282
CF DUNWOODY		HITS	166
3B ORIE		2B	45
		3B	3
C FABREGAS		HR	22
SS A. GONZALEZ		RUNS	85
P A. FERNANDEZ		RBI	90
		SB	27

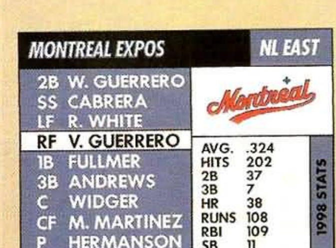
COLORADO ROCKIES	NL WEST	1998 STATS	
CF HAMILTON			
SS PEREZ			
RF L. WALKER			
LF BICHETTE		AVG.	.363
3B CASTILLA		HITS	165
1B HELTON		2B	46
		3B	3
2B LANSING		HR	23
C J. REED		RUNS	113
P KILE		RBI	67
		SB	14

CINCINNATI REDS	NL CENT	1998 STATS	
CF CAMERON			
SS LARKIN			
1B CASEY			
LF G. VAUGHN		AVG.	.309
RF D. YOUNG		HITS	166
C TAUBENSEE		2B	34
		3B	10
3B M. LEWIS		HR	17
2B REESE		RUNS	93
P HARNISCH		RBI	72
		SB	26

ARIZONA DIAMONDBACKS	NL WEST	1998 STATS	
CF S. FINLEY			
2B J. BELL			
3B WILLIAMS			
1B T. LEE		G	34
RF GILKEY		CG	10
LF L. GONZALEZ		IP	244 1/3
		K	329
C STINNETT		BB	86
SS BATISTA		SO	6
P R. JOHNSON		W-L	19-11
		ERA	3.28

ATLANTA BRAVES	NL EAST	1998 STATS	
CF A. JONES			
RF JORDAN			
3B C. JONES			
1B GALARRAGA		G	34
C LOPEZ		CG	9
LF KLESKO		IP	251
		K	204
2B BOONE		BB	45
SS WEISS		SO	5
P MADDUX		W-L	18-9
		ERA	2.22

CHICAGO CUBS	NL CENT	1998 STATS	
CF L. JOHNSON			
2B MORANDINI			
RF SOSA			
1B GRACE		AVG.	.308
LF H. RODRIGUEZ		HITS	198
C SANTIAGO		2B	20
		3B	0
SS J. HERNANDEZ		HR	66
3B GAETTI		RUNS	134
P K. WOOD		RBI	158
		SB	18



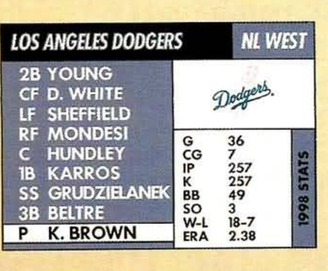
MONTREAL EXPOS	NL EAST
2B W. GUERRERO	
SS CABRERA	
LF R. WHITE	
RF V. GUERRERO	
1B FULLMER	
3B ANDREWS	
C WIDGER	
CF M. MARTINEZ	
P HERMANSON	

1998 STATS	
AVG.	.324
HITS	202
2B	37
3B	7
HR	38
RUNS	108
RBI	109
SB	11



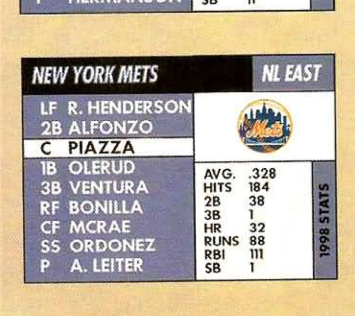
MILWAUKEE BREWERS	NL CENT
2B VINA	
CF GRISSOM	
3B CIRILLO	
RF BURNITZ	
1B S. BERRY	
C NILSSON	
SS LORETTA	
LF JENKINS	
P ELDRED	

1998 STATS	
AVG.	.321
HITS	194
2B	31
3B	1
HR	14
RUNS	97
RBI	68
SB	10



LOS ANGELES DODGERS	NL WEST
2B YOUNG	
CF D. WHITE	
LF SHEFFIELD	
RF MONDESI	
C HUNDLEY	
1B KARROS	
SS GRUDZIELANEK	
3B BELTRE	
P K. BROWN	

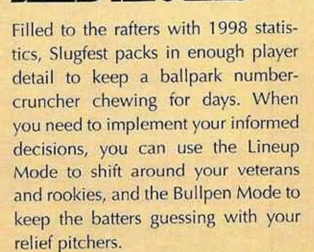
1998 STATS	
G	36
CG	7
IP	257
K	257
BB	49
SO	3
W-L	18-7
ERA	2.38



NEW YORK METS	NL EAST
LF R. HENDERSON	
2B ALFONZO	
C PIAZZA	
1B OLERUD	
3B VENTURA	
RF BONILLA	
CF MCRAE	
SS ORDONEZ	
P A. LEITER	

1998 STATS	
AVG.	.328
HITS	184
2B	38
3B	1
HR	32
RUNS	88
RBI	111
SB	1

BEHIND THE SCENES



Filled to the rafters with 1998 statistics, Slugfest packs in enough player detail to keep a ballpark number-cruncher chewing for days. When you need to implement your informed decisions, you can use the Lineup Mode to shift around your veterans and rookies, and the Bullpen Mode to keep the batters guessing with your relief pitchers.



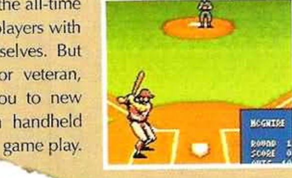
We don't recommend you take Ken Griffey Jr. out of center field and plunk him into a shortstop position, but the game's Lineup Mode will let you make even boneheaded moves.

PHILADELPHIA PHILLIES	NL EAST
CF GLANVILLE	
2B M. ANDERSON	
3B ROLEN	
1B BROGNA	
C LIEBERTHAL	
RF ABREU	
LF GANT	
SS RELAFORD	
P SCHILLING	

1998 STATS	
G	35
CG	15
IP	268 2/3
K	300
BB	61
SO	2
W-L	15-14
ERA	3.25

MAKING BASEBALL HISTORY

This game provides stats of the all-time greats in six categories for players with high expectations of themselves. But whether you're a rookie or veteran, Slugfest will take you to new heights in handheld game play.



BATTING AVG:
1894 H. Duffy BOS .440

HOME RUNS:
1998 M. McGwire STL 70

RBI:
1930 H. Wilson CHC 190

STOLEN BASES:
1887 H. Nicol CIN 130

ERA:
1880 T. Keefe TROY 0.86

SAVES:
1990 B. Thigpen CHC 57



PITTSBURGH PIRATES	NL CENT
C KENDALL	
2B MORRIS	
LF A. MARTIN	
1B K. YOUNG	
3B SPRAGUE	
RF J. GUILLEN	
SS MEARES	
CF BROWN	
P F. CORDOVA	

1998 STATS	
AVG.	.327
HITS	175
2B	36
3B	3
HR	12
RUNS	95
RBI	75
SB	26

SPORTS

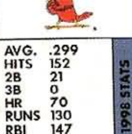
Griffey Does It Again!!!

SAN DIEGO PADRES	NL WEST
2B VERAS	
LF R. SANDERS	
RF GWYNN	
1B JOYNER	
CF R. RIVERA	
C LEYRITZ	
3B ARIAS	
SS GOMEZ	
P ASHBY	

1998 STATS	
AVG.	.363
HITS	165
2B	46
3B	3
HR	23
RUNS	113
RBI	67
SB	14

SAN FRANCISCO GIANTS	NL WEST
CF BENARD	
3B MUELLER	
LF BONDS	
2B KENT	
RF BURKS	
1B SNOW	
SS AURILIA	
C MAYNE	
P ESTES	

1998 STATS	
AVG.	.303
HITS	167
2B	44
3B	7
HR	37
RUNS	120
RBI	122
SB	28



ST. LOUIS CARDINALS	NL CENT
SS RENTERIA	
LF DREW	
1B MCGWIRE	
CF LANKFORD	
RF E. DAVIS	
3B TATIS	
C MARRERO	
2B MCEWING	
P A. BENES	

1998 STATS	
AVG.	.299
HITS	152
2B	21
3B	0
HR	70
RUNS	130
RBI	147
SB	1

...AZING!!!



POKÉMON PINBALL™

Want to know what the buzz is all about? It's an all-new way to catch Pokémon ready to rock on any Game Boy, but optimized for the Game Boy Color.

Your Game Boy is about to take on a life of its own. What do you expect when you release 150 Pokémon into a pinball game that comes equipped with a brand-new Rumble Feature? You'll feel every bumper-thumping, Pikachu-shocking, ricochet as you try your best to hunt down and capture all your favorite creatures in Pokémon Pinball. And don't think that there's nowhere for them to hide on a pinball table, either. There are many maps, and navigating them will take some serious flipper-eye coordination.

GET A GOOD GRIP

The mission is simple in theory. Fill your Pokédex by capturing all 150 Pokémon, and rack up as many points as you can while you're doing it. Luckily, the Game Pak saves all your progress, because you can't keep plugging quarters into this machine.

COLLECT POKÉMON

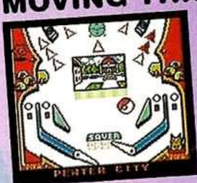
Points are all well and good, but let's face it: You're a Pokémon Master, and you're here to catch 'em all. It sounds easy, doesn't it? All those Pokémon are out on the board, just waiting to be caught, right? Wrong. You have some work cut out for you.

RED AND BLUE TABLES




To echo the original Red and Blue Pokémon games, Pokémon Pinball boasts both a Red and a Blue Table for your tilting pleasure, each presenting a unique environment of obstacles to master. As in the originals, certain Pokémon will appear on only one colored table.

MOVING THROUGH AREAS



The tables cycle through a series of seven Map locations, each of which contains different groups of Pokémon depending on the table you're playing. You'll get a chance to attempt to choose which map you start with, but after that you'll have to use precise ball movement to advance.

CATCH 'EM MODE




Arrows on the right-hand ramp entrance of each track will guide you in your Pokémon pursuits. By rocketing your ball up the ramp the requisite number of times, you'll activate either the Bellsprout (on the Red Table) or the Cloyster (on the Blue Table). Send your ball to either of these two helpful creatures, and a silhouette will appear on the Pokémon panel.

PURSUIT AND CAPTURE




You can't catch a shadow, and you've only got two minutes to snare the Pokémon. A small arrow shows that you must ricochet your ball around the three Voltorb or Shellder to make the Pokémon slowly appear—once you do, the Pokémon will show up and become animated. Hit it three times to make the word "CATCH" slowly appear, then one more hit and it's yours!

EVOLUTION

As Pokémon enthusiasts know, catching Pokémon is only the beginning. Many Pokémon will have to be evolved if you want to catch 'em all, and it won't be easy. If your ball ends up in the gutter at any point during the evolution process, you'll start from scratch.

RIDE THE RAMP




Starting the Evolution Mode is just like starting the Catch 'em Mode, except you use the left-hand ramp. Once you have a Pokémon that can evolve, light the three arrows on the far-left ramp and then send the ball into Ditto's Evolution Cave (Red Table) or Slowpoke's mouth (Blue Table).

EVOLVING POKÉMON




Once you start the Evolution Mode, many small arrows will appear at different points on the board. Hit the target areas to make experience points, special stones, or Game Link Cable symbols appear, then collect three of whatever your Pokémon needs to make it evolve.

POKÉDEX

Whenever you capture or evolve a Pokémon, the new information will be saved automatically into your Pokédex. You can view each creature's picture, read its statistics, listen to its cries and access updated information about the species.





You can view both the panel picture of the Pokémon and, for unevolved forms, the animated shot of what it looked like in the wild. If you've seen a creature but failed to capture it, it will appear as a silhouette in your Pokédex and no information will be available.

MOVE ALONG!

Map Moves require great ball control, and you'll need it if you want to collect the more elusive Pokémon. Hit Diglett on the Red Table or Poliwag and Psyduck on the Blue Table three times, then ride the highlighted ramp to open the Bonus Cave and give yourself 30 seconds to move on.





The first three successful Map Moves you pull off will take you to one of seven common areas, and after that you'll go to rarer places with rarer Pokémon. Survive another two Map Moves without ending your game and you'll make it to Indigo Plateau.

RED TABLE

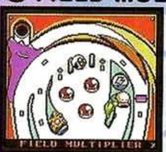
Each table has its own subtleties to master and Pokémon to maneuver around. Among your challenges on the Red Table are moving a stubborn Ditto to reach the Evolution Cave and accomplishing Map Moves by convincing a Dugtrio to stick its heads above ground.

1 EVOLUTION CAVE



Riding the far-left ramp will light all three arrows, convincing Ditto to move aside and open the way to the Evolution Cave. If you have Pokémon that can be evolved, send the ball up there to start the Evolution Mode.

3 FIELD MULTIPLIER



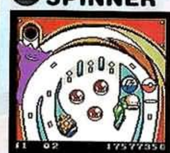
Hit the button beneath the Staryu to open up the lanes above the Voltorbs and give you the chance to evolve your Poké Ball. Illuminating the three lights in the lanes will evolve your ball all the way to Master Ball status.

5 DIGLETT & DUGTRIO



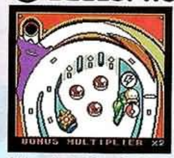
Every time you manage to bonk Diglett with your ball, one of the Dugtrio heads will pop up. If you leave it alone the head will eventually go back down below, but three hits in a short space of time will set a Map Move in motion.

2 SPINNER



Twirl the Spinner enough times, and the lightning meter above the Bellsprout will fill all the way up. Once the meter's filled, Pikachu will be able to send your ball back into play from the left- and right-hand Out Lanes.

4 BELLSPROUT

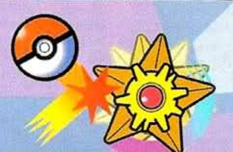


Firing the ball into Bellsprout's mouth successfully requires practice, but if you do it when all three right-hand ramp arrows are lit, you'll go into Catch 'em Mode. Bellsprout also opens up a Map Move if you hit the right-hand Diglett three times.

6 POKéMON PANEL



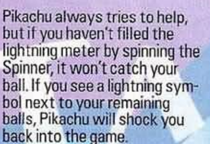
The panel in the center of the table shows which Map you're currently on, but it also serves to supply information about bonuses. When you enter Catch 'em Mode, the panel will display the silhouette of the Pokémon you're after.



7 PIKACHU KICKBACK







Pikachu always tries to help, but if you haven't filled the lightning meter by spinning the Spinner, it won't catch your ball. If you see a lightning symbol next to your remaining balls, Pikachu will shock you back into the game.

8 BONUS CAVE



The Bonus Cave will open up once you've fulfilled a variety of requirements unique to each mode. Depending on which mode you're in, it may send you to the Slots, a Bonus Game or a Map Move, or it may evolve your Pokémon.

BLUE TABLE

The Blue Table seems to play faster, in part because of the Dash Arrow in the center that rotates in four directions and sends your ball flying at warp speed whenever you get near it. The ramps angle directly into the gutter, too, so watch it as the ball exits!

1 SLOWPOKE



When the Dash Arrow points toward Slowpoke, more often than not your ball will be gobbled up. This is generally a good thing, because when all three left-hand ramp arrows are lit, a trip to Slowpoke's gullet will cue Evolution Mode.

2 FIELD MULTIPLIER



Lighting the three lights in the Multiplier lanes above the Shellder inspires your Poké Ball to evolve through three evolution stages. The Great Ball, Ultra Ball and Master Ball multiply your points by two, three and five respectively.

3 POLIWAG & PSYDUCK



Like the Digletts on the Red Table, these Pokémon are your key to Map Moves. Hit either one of them three times in rapid succession, send the ball wherever the arrows light up, then nail the Bonus Cave to pack up your bags.

4 SPINNER



The faster you set the Spinner spinning, the faster the lightning meter above the Slowpoke will fill up. Once it's full, Pikachu will save your ball from the gutter—just remember your flippers control which side Pikachu's on.

5 DASH ARROW



The Dash Arrow slowly rotates to point toward the gutter, the Shellder, the Cloyster or the Slowpoke. It's too powerful to circumvent, so you'll have to make it your best friend instead of your worst enemy if you want to have a prayer of mastering the Blue Table.

6 CLOYSTER



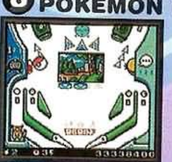
Whenever the three right-hand arrows are lit, Cloyster's shell is ready and open for business. Wait until the Dash Arrow is pointed to the right, then send your ball up the middle to propel it into Cloyster's clutches. When it comes out, you'll be in Catch 'em Mode.

7 BONUS CAVE



Just like on the Red Table, the Bonus Cave opens at certain intervals to grant you access to various bonuses. You'll have to work more delicately on the Blue Table, though, because the Dash Arrow has a habit of altering gravity.

8 POKÉMON PANEL



The panel performs as it did on the Red Table, showing you the current Map or Pokémon you're pursuing. At the beginning of your game, watch carefully and press A to try to pick your initial map from the seven early levels.







THE ART OF TILTING

You know how much fun it is to grab the sides of a pinball machine and then shake it for dear life trying to keep your ball out of the gutter? Well, your Game Boy is a little small to subject to that sort of abuse, so the game comes equipped with side and forward tilt buttons that you can assign wherever you want.





Tilting will often make the difference in this game. Use tilt to bounce your ball around and speed up Catch 'em Mode. Also, you can perform miraculous rescues by bouncing the ball out onto the table with a forward tilt as it slides into the gutter.

KEYS TO HIGHER SCORES

PLAY THE SLOTS

Accessing the Slots gives you the chance to earn Bonus Points, Pikachu Kickback upgrades, extra balls, Ball Savers, and even shortcuts to Catch 'em and Evolution Modes. The Bonus Cave for the Slots stays open until you hit it, so take your time.

ACCESSING THE SLOTS





To get the Slots Bonus Cave to open, you'll have to illuminate the four lights lining the Out and Return Lanes at the bottom of each table. The lights, which spell out "CAVE" when lit, will move when you flip your flippers. They can be lit only by ball contact.



Small bonuses are pretty weak—you'll only receive a 100- to 900-point reward.

Now we're talking—the big bonus offers 1,000,000 to 9,000,000 points.



This bonus sends you directly to the Catch 'em Mode without having to ride the ramps.

You can hop directly into Evolution Mode without any work if you get this bonus.



The Ball Saver will run for 30 seconds, letting you breathe easier for a short while.

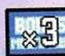
Twin Pikachu will protect your Out Lanes with electric shocks until you lose a ball.



Your ball will be upgraded one level without having to engage the Field Multiplier.



Extra balls are at a premium, so consider yourself lucky if you land this rare bonus.



The total end of ball bonus will be multiplied by the random number that appears.



For a pleasant diversion, you'll head to one of the four Bonus Levels. Extra fun!

FIELD MULTIPLIER

To rack up points in a hurry, evolve your Poké Ball whenever you get the chance. Playing with a Great Ball, Ultra Ball or Master Ball will multiply your scores, but the evolutionary stage will last only one minute unless you evolve it again.

UPGRADE YOUR BALL





Turning on all three lights in the upper lanes of either table will cause a ball evolution. Remember that you need to hit the Staryu's button to open the lanes on the Red Table, and that passing over any light a second time will cause it to turn off.



POKÉ BALL
This is your default ball. When playing with it you'll receive normal points.



GREAT BALL
Playing with the Great Ball will double all the points you accumulate.



ULTRA BALL
If you can evolve your ball into an Ultra Ball, you'll get three times the points.



MASTER BALL
The highest level of ball evolution, the Master Ball multiplies your points by five.

BONUS GAMES

The Bonus Games place you on the home court of four different Pokémon, each involving a difficult objective that, if reached, will spell a huge point bonus for your overall score. You can access one every time you capture or evolve three Pokémon.

RED TABLE BONUS GAMES

DIGLETT STAGE





Your goal in this stage is merely to send the entire group of Diglett underground so that you can nail the Dugtrio hiding at the top with your Poké Ball. The close quarters make it easy to lose your ball to the gutter.

GENGAR STAGE



Like the Seel and Meowth stages, you have a limited time to accomplish your goal. In this case, you must hit every Gastly and Haunter to make Gengar appear. If you hit Gengar, you'll pass the Bonus Game with points galore.

BLUE TABLE BONUS GAMES

MEOWTH STAGE



Every time you hit Meowth with the ball, it will drop one of the shiny coins it likes so much. Coins will multiply in value if you pick them up in succession without hitting Meowth, and losing a ball cuts your coin count in half.

SEEL STAGE





Every time the Seel pokes its head out of the water, it's your job to give it a good knock with the Poké Ball. Twenty hits will spell success—if you can hit the Seel multiple times without it diving, your points will double each time.



Win the $2,500 grand prize, and your dad'll have to ask permission to watch your TV.





Your Passport to Racing

It could happen. But if you don't enter, you can't win. Look for the entry form inside World Driver Championship. 2,500 bucks, free games and a trunk load of other prizes are up for grabs – unlike the remote for that new big screen. That'll be all yours.















www.midway.com

World Driver Championship Sweepstakes OFFICIAL RULES:

NO PURCHASE NECESSARY. Sweepstakes begins June 15, 1999, and ends August 15, 1999. To enter, complete the official entry form or visit our Web site at www.midway.com and follow the entry instructions or hand print your name, address and telephone number on a 3" x 5" card and mail to: Be The World Driver Champion Sweepstakes, P.O. Box 52932, Dept. 19502, Phoenix, AZ 85072. Limited to one entry per person, per day, mailed separately and postmarked by August 15, 1999. All entries must be received by August 20, 1999. Partially completed entries or mechanically reproduced entries will not be accepted. Sponsors assume no responsibility for lost, misdirected, damaged, stolen, postage-due, illegible or late entries. All entries become the property of the sponsor and will not be returned. Odds of winning depend on number of eligible entries received. Sweepstakes open to residents of the forty-eight continental United States, except employees of Midway Home Entertainment, its affiliates, subsidiaries, respective advertising, promotion and fulfillment agencies, and the immediate families of each. Sweepstakes is void where prohibited by law. Winners will be randomly drawn on or about September 1, 1999, by Continental Promotion Group, Inc., an independent judging organization whose decisions are final in all Sweepstakes matters. Except where prohibited, by accepting prize, winner consents to the use of his/her name, biographical information and photograph or likeness by Midway Home Entertainment for publicity purposes without further compensation. Winner will be notified by overnight carrier and will be required to sign and return an affidavit of eligibility and liability/publicity release within fourteen (14) days of notification, or the prize will be forfeited and awarded to an alternate winner. If a winner is under the age of 18, that winner must provide a signed parental/guardian consent, in a form provided by the Sponsor, in order to receive a prize. PRIZES: One (1) Grand Prize Winner will receive a check for $2,500. Approximate retail value $2,500.00. Ten (10) First Prize Winners will each receive a Nintendo 64 game of choice. Approximate retail value $40.00. Twenty-Five (25) Second Prize Winners will each receive a World Driver T-shirt. Approximate retail value $10.00. Twenty-Five (25) Third Prize Winners will each receive a pair of World Driver sunglasses. Approximate retail value $10.00. Twenty-Five (25) Fourth Prize Winners will each receive a World Driver key chain. Approximate retail value $5.00. Total approximate retail value of all prizes is $3,525.00. Odds of winning depend on the number of eligible entries received. Prizes are nontransferable, nonreturnable, and cannot be sold or redeemed for cash. No substitutions allowed. Taxes on prizes are the responsibility of the winner. Winners of prizes over $600.00 will be issued IRS 1099 tax forms. By accepting prizes, winners agree that Midway Home Entertainment and their respective officers, directors, agents and employees will have no liability or responsibility for any injuries, losses or damages of any kind resulting from the acceptance, possession or use of any prize, and they will be held harmless against any claims of liability arising directly or indirectly from the prizes awarded. For a copy of Winners List, send a self-addressed, stamped envelope with your request by September 1, 1999, to: Be The World Driver Champion Sweepstakes, P.O. Box 52932, Dept. 19503WL, Phoenix, AZ 85072 (WA and VT residents may omit postage). Sweepstakes sponsored by Midway Home Entertainment Inc., 800 North Main St., Corsicana, TX 75110.

WIN Nintendo's E3 lineup!

ALL OF THE HOTTEST GAMES FROM THIS YEAR'S SHOW COULD BE YOURS!

- Perfect Dark
- Donkey Kong 64
- Jet Force Gemini
- Super Smash Bros.
- Ken Griffey Jr.'s Slugfest
- World Driver: Championship
- WWF: Attitude
- Star Wars: Episode I: Racer
- Pokémon Snap
- Pokémon Stadium
- Pokémon Yellow
- Conker's Pocket Tails

enter to win!

N64

THE N64 E3 LINEUP

Army Men: Sarge's Heroes
Beetle Adventure Racing
Command & Conquer
Donkey Kong 64
Duke Nukem: Zero Hour
Eternal Darkness
Excitebike 64
F-1 World Grand Prix II
Gauntlet Legends
Hybrid Heaven
Jet Force Gemini
Ken Griffey Jr.'s Slugfest
Kobe Bryant in NBA Courtside 2
Mario Golf
Monster Truck Madness
Mini Racers
Perfect Dark
Pokémon Snap
Pokémon Stadium
Rayman 2: The Great Escape
Resident Evil 2
Road Rash
Quake II
Star Wars: Episode 1: Racer
StarCraft
Super Smash Bros.
The New Tetris
Winback
World Driver: Championship
WWF: Attitude

GRAND PRIZE

WIN ALL THE GAMES SHOWN IN NINTENDO'S E3 BOOTH THIS YEAR!

WE'LL SEND THEM TO YOU AS THEY'RE RELEASED!

SECOND PRIZE

PICK 5 GAMES FROM NINTENDO'S E3 LIST!

THIRD PRIZE

NINTENDO POWER T-SHIRTS

GAME BOY

THE GAME BOY E3 LINEUP

Bionic Commando
Conker's Pocket Tails
Crystalis
Ken Griffey Jr.'s Slugfest
Looney Tunes
NBA 3-on-3 Challenge Featuring Kobe Bryant
Pokémon Pinball
Pokémon Yellow
R-Type
Resident Evil 2
Rugrats
Spy vs. Spy
Super Mario Bros. Deluxe
V-Rally
WWF: Attitude

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

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No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the response card or print your name, address, telephone number, and Player's Poll Volume 122 on a plain 3.5" x 5" card, and mail the entry to this address: NINTENDO POWER, PLAYER'S POLL VOL. 122, P.O. BOX 97085, REDMOND, WA 98073-9785.

NINTENDO POWER
PLAYER'S POLL VOL. 122
P.O. BOX 97062
REDMOND, WA 98073-976

One entry per household. Entries must be received by 8/1/99. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 8/15/99, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 9/15/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 8/30/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One entrant will win a copy of all the games listed which were showcased in the Nintendo booth at 1999's E3 show. Games will be awarded as they become available. Games are subject to availability. Some games may not become available. Approximate retail value $2500. Second Prize winners will select five games each from the list of E3 titles shown in Nintendo's booth. Approximate retail value $275.

TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

COUNSELORS' Corner

CASTLEVANIA



HOW DO I GET AWAY FROM THE DOGS IN THE GARDEN MAZE?

There's no time to stop and smell the flowers in this particular garden. Frankenstein and the two demon mutts can never be completely defeated, so it's best to put your pride aside and run as fast as you can. You'll have to tangle with the enemies once in a while, though—time your jump whenever the dogs start biting, and you'll avoid being immobilized. You'll take a beating if they get hold of you, so carry lots of Chicken and Beef.



The most effective weapon against the garden creatures is the Holy Water. Toss a bottle, then run as the spreading flames buy you a little time.



If you're playing with Carrie you'll have an easier time of it. Constantly charge up her energy—the blasts will home in on the dogs behind you.

? IS THERE AN EASY WAY THROUGH THE TOWER OF SCIENCE? ?

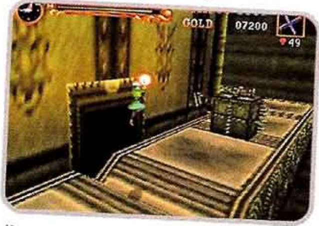
If you're looking for a shortcut, you won't find one. The conveyor belts that make up the first part of this level will present some of the most challenging jumps yet, and only the most fleet vampire hunters will keep themselves out of the gaps in the floor. Since Carrie is the only character to pass through this stage, take full advantage of her user-friendly magic bolts. Constantly send the seeking blasts out into the room, and they'll take care of the spiked boxes that trundle along the conveyor belts. It'll probably take a bit of practice, but keep your balance and you'll get through.



The electric turrets move predictably. They always flicker before they fire.



Clear the way by blasting the boxes on the conveyor belts with any weapon in your arsenal.



If you don't jump over the depressions where two belts join, you'll be sucked under.

SUPER SMASH BROS.

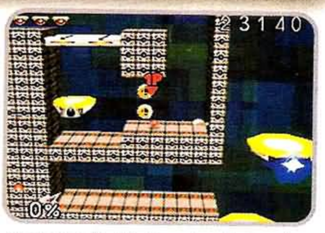


HOW DO I BOARD ALL OF THE PLATFORMS WITH SAMUS?

To beat Bonus 2 levels with every character, you'll need to master each one's jump moves. Samus can reach the first four platforms fine, but to get to the far left you'll need to jump under the central structure, wait, perform a double jump and then press Up and B to do a Screw Attack. Climb the moving platforms quickly and use the double jump and Screw Attack to reach the highest platforms.



Jump off the upper-right portion of the structure and do a triple jump to reach the high right.



Simply press the Z Button and push Left on the Control Stick to roll under the bumpers.

WHAT'S THE BEST WAY TO DEFEAT METAL MARIO?

Nobody said it would be easy to budge a plumber made of dense metal. Metal Mario moves slowly, so it's easy to dodge his attacks, but trying to throw him off the edge is like attempting to bench-press Bowser after a big meal. You won't be able to hurl him very far even if he's in a weakened condition, and if you're trying to clear on the stage fast you'll become easily frustrated by his lead weight. It's important to get his damage meter up a ways to begin with—he'll begin on the level above you, so deal him some damage from below by using jump attacks or projectile weapons like Yoshi's eggs. When he comes down below it should be an easy trick to avoid his slow attacks. Wait until he's close to one of the edges and then press the R Button to grab him and throw him over.



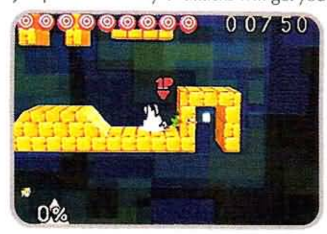
Once he's damaged, lure Metal Mario over to the edge, grab him with R and toss him over.



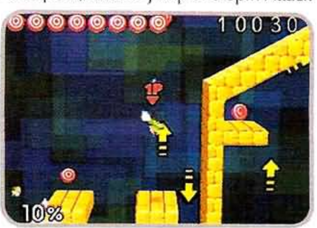
If he tries to jump back up, time a Smash Attack to send him flying back off the brink.

HOW CAN I GET THROUGH LINK'S BONUS PRACTICE 1?

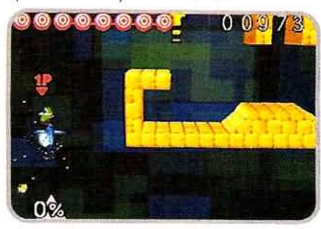
Breaking the targets on this level looks to be impossible for Hyrule's young hero, but perfectly timed jumps and a variety of attacks will get you through in no time. Take care of the targets around the structure with any attack moves, then climb the elevator platform. At its peak, double jump and Spin Attack to reach the high aerie. You can reach the highest right-hand target by double-jumping off the platform then performing a Spin Attack as you start to fall.



Dash toward the right and press A to make Link lunge through the wall and break the target.



Get a bomb in hand, double-jump, then press Up and A at the apex to hurl the bomb skyward.



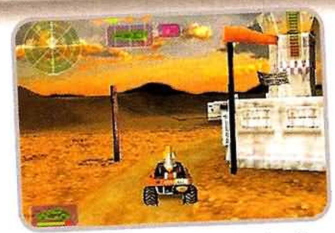
Make the far-left target your last, because there's no coming back from this kamikaze jump.



▶VIGILANTE 8

WHY DOES THE BOMBER APPEAR IN THE AIRCRAFT GRAVEYARD?

On either end of the level you'll notice a white building with a windsock attached to the top. A short dirt road separates the buildings from a nearby pole. Drive between the pole and the building—a green light will illuminate on the roof and you'll hear a beep. That would be a good time to take evasive action, because after a few moments a low-flying plane will pepper the junkyard with a load of bombs.



Get lined up on the rutted dirt track and gun it. Once the green light is lit, take cover!



The bomber doesn't take sides, and its explosive payload will ruin anyone in the vicinity.

? HOW DO I TOTAL AN ENEMY? ?

Just destroying your enemy's car is never enough. If you want to rack up huge points (and provide the finishing destructive touch to a car you've utterly dominated) you'll want to Total it. As your enemy's damage meter creeps toward nothing, prepare your trigger finger. A few more hits and the enemy's vehicle will stall out. At that point the game will prompt you to Total the vehicle and will give you only a couple of seconds to wipe it out with a special attack. You can use a Special Weapon—power artillery found in green crates and unique to each character—or you can do a special attack with an ordinary weapon. Many of these are listed in the manual, but each weapon (except the Mosquito Machine Gun) will have a second special attack for you to discover.



When these words appear on screen, it's time to let fly with your baddest weapon.



A slight variation on the Bruiser Cannon's Buckshot attack will give you the Cow Puncher.

? CAN I LAUNCH THE MISSILES IN THE SECRET BASE? ?

Before you can fire off the missiles, you'll have to access the secret base. To open up this level you'll need to have beaten Quest with Convoy and Sid Burn, who in turn can be accessed by finishing Quest with Sheila, John Torque, Boogie and Beezwax. Once in the level, find the white building near the silos and drive through it. Drive under the lights by the silo, and the red one will turn green. Then sit back and watch as an enormous missile takes out your nemesis.



Once you find the missile launch building, head around back and cut through the hallway.



Exit the building, go around the silo and drive under the lights, then watch the mayhem.



You wouldn't think an ICBM would be accurate at this close a range, but it'll find its target.



▶ZELDA: A LINK TO THE PAST

HOW DO I DEFEAT AGAHNIM?

Agahnim is the last impediment between you and your final battle with Ganon, and the dark wizard is not about to let you waltz past. When he creates the clones of himself, ignore the lighter two shadows—Agahnim is the darkest, so knock his fireballs back at him. Only the real wizard will take any damage, so just avoid the two clones instead of wasting time attacking them.



Use the sword or your Bug Net to send Agahnim's fireballs right back at him.



Avoid the blue energy balls the wizard tosses since you can't reflect them back at him.

WHERE IS THE MYSTERIOUS POND?

The fairy at the Pond of Happiness instructs Link to go see her friend, but she doesn't provide one important bit of information; namely, where that friend is! You'll have to do some work to find her. Once you've beaten six palaces in the Dark World and received the Tempered Sword, the Superbomb will appear in the Dark World Bomb Shop. Pay 100 Rupees, and the red bomb will follow you around like a friendly dog until you press A to activate it. Make your way through the Dark World until you reach the Pyramid at the center of the map, right where Hyrule Castle is in the Light World. You might have noticed the crack in the second tier before, and this is finally your chance to blow it up. Lead the Superbomb to the crack, then press A to activate it. It will flash for three seconds and then blow up, granting you access to the Mysterious Pond and a helpful fairy.



Don't press A before you reach this spot or you will have wasted your hard-earned Rupees. Once it's set, clear the area or you'll be injured.



The pond is vital to your quest. Throw the Tempered Sword in to get the Golden Sword and throw the Bow in to get Silver Arrows.



Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)



BANJO-KAZOOIE

Q: How do I avoid waking up the ghost in Mad Monster Mansion?

A: Use the chairs to cross the room without touching the floor, and the ghost will remain asleep.

Q: What do I use to break through the spider webs?

A: Three well-aimed eggs from Kazooie will destroy the webs.

TUROK 2

Q: Why can't I refill my health and ammo again at a Save Point?

A: You can refill health and ammo only one time per level, so choose wisely.

Q: In the River of Souls, how do I open the graveyard gates?

A: Destroy all the long-armed, one-eyed creatures to open the way through the bone yard.

POCKET BOMBERMAN

Q: What are the Slot Machines for?

A: If you manage to hit a jackpot on the slots, you'll be rewarded with a 1-Up.

Q: How do I get to the other side of the ropes?

A: Place a bomb next to the pulley at the top of the ropes. When it goes off, the ropes will ascend and let you through.

TEEN
AGES 13+
CONTENT RATED BY ESRB

Are you pumped-up enough to overcome alien abduction, break the rules and save the human species? Duke Nukem returns to save the world on Game Boy Color, with over 35 aliens to make you see red.

DUKE NUKEM™

HAIL TO THE KING, BABY!

Duke Nukem will appear shortly in his Nintendo 64 sequel, Duke Nukem: Zero Hour, but why wait? GT Interactive has handled the hero a starring role on Game Boy Color. You can take Duke through 21 levels of play through outer space, beneath the earth, through alien bunkers and into the slimy jaws of the enemy itself. The saga begins when Duke is abducted from a TV interview by the Zorgonites, an alien species that wants his brain to power a war machine. But he won't give up his spirit without a fight.







NUKEM RECYCLING TIPS




Duke is among the toughest heroes in the universe. He could take on a whole alien race with a toothpick. But wherever Duke goes, there always seems to be lots of devastating weapons and ammo piles just lying around, so why waste it? And while he's conserving resources, Duke thrives on power-ups that give him the extra lives, double damage and extra armor that's required to get the job done.



SHOTGUN

Unlimited ammo, rapid fire and ample supply make the Shotgun the perfect choice for clearing enemies out of crowded areas without the pesky backlash of a Grenade.

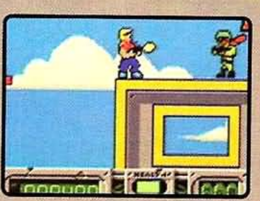




FLAMETHROWER

This weapon blasts a burst of flame that can take out enemies in only one shot. But the Flamethrower contains few shots, so conserve its ammo for the most dire situations.





MACHINE GUN

When your trigger finger on the Shotgun can't keep up with demand, the Machine Gun can shoot twice as fast. It does the same damage, but its ammo runs out quickly.

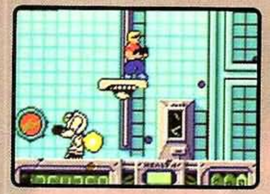




STUN GUN

A blast from the Stun Gun will paralyze a single enemy for several seconds. Switch to another weapon to do damage, or walk right through the enemy without suffering damage.





GRENADE LAUNCHER

Good for straight-ahead shots or projectile fire, the Grenade shell ricochets and detonates seconds after being fired—if it doesn't hit an enemy. It has limited ammo.



HEALTH PACK

You can restore lost health by grabbing this power-up. A Mini Health Pack heals only a few units of damage. A Mega Health Pack is a welcome sight, healing considerably more damage.



CRYSTAL

Picking up a Crystal will boost your score by 200 points. Destroying enemies also adds to your point total. Every time you earn another 100,000 points, you'll get an extra Duke Nukem life.





ROCKET LAUNCHER

Hauling the Rocket Launcher slows you down, and it shoots slowly and only horizontally. It's worth the inconvenience, though, because it can take out a whole line of enemies.



DOUBLE DAMAGE

This power-up makes your whole arsenal of weapons do double damage. The Shotgun is the perfect weapon for unleashing a flood of double damage against a hoard of aliens if other ammo is low.



ARMOR VEST

When you head into the thick of battle, there's no better protection than the Armor Vest, which reduces any damage you suffer by half. The Armor Vest won't save you from a plunge into a chasm, however.

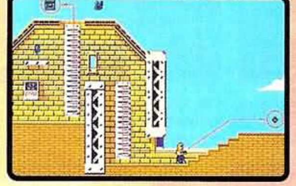


GOING THE DISTANCE

With 21 levels of aliens to battle through, you need all the assistance you can get. The Zorgonite world has a few secrets about power-ups and must-have objects that make the going easier.



If you collect all the letters of Duke's last name—NUKEM—in order, you'll earn an extra life. Backtracking is often necessary.



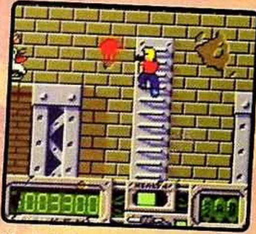
Some power-ups come back after being picked up. Health Packs and ammunition, for instance, sometimes regenerate. In some areas, moving back and forth between two power-ups can keep you fully stocked up.



Keep an eye out for Access Cards. You won't get far without them, so search high, low and in the least obvious places.

BREAKING OUT: LEVELS 1-4

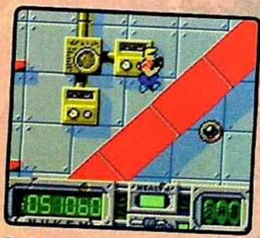
You start the game deep in the Zorgonite complex just after breaking free from a holding cell by using Duke's exploding tooth. Until you find stronger weapons, your Shotgun and Machine Gun will be your best friends as you destroy spine-sucking Slimes, laser-toting Mechs, mad genius Scientists and their creations, the choke-holding Zombies.



Mechs fire low. While leaping over their laser fire keeps you fry-free, shooting them from a lower vantage point on a ladder works best.



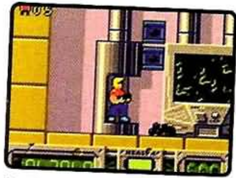
You'll pass many items, like video screens, that are just background details. Be sure not to pass up the Stationary Machine Gun.



Don't shy away from slopes just because they make you slide. If you jump repeatedly, you'll climb them to find power-ups and new areas.

BIG SLIME: LEVEL 5

Before you can blow out of the complex, you'll need to defeat a slimy cyborg that stands between you and freedom. Though you'll find a powerful weapon at hand, you'll find it tricky to pass through this area—the cyborg spews energy and spits out Slimes at an alarming rate.



You'll pick up a Grenade Launcher right away. If you run out of Grenades, more ammo will appear.



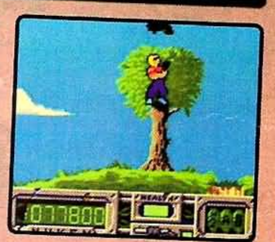
Throw several Grenades up and over its head to blast the Slime-feeding tube and destroy the cyborg.



After you've blasted the cyborg, the complex will explode, and let you take your fight to new levels.

MILITARY MAYHEM: LEVELS 6-10

The hills are alive with much more than the sound of music. You emerge from underground on a grassy landscape—and you think you're still on earth. Then a tree eats a bird, and soon you're battling through an alien military zone, fighting off troops and stealing a supertank that helps you teach the Zorgonites who's really boss.



Stop to smell the roses, because you can climb much of the greenery, where you can discover power-ups normally hidden from view.



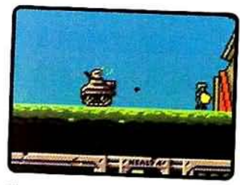
For the first few levels, jumping over laser fire was essential. Now Targs shoot electron pulses that make crouching the way to go.



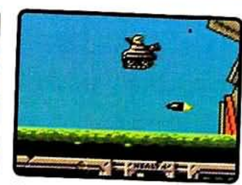
Wall Lasers slide out from panels and shoot horizontally. Don't take them on from the side. Slip underneath them and aim upward.

TANK RUSH: LEVEL 11

Before you can blast off the Zorgonite planet, the ground military makes a last stand—but what a massive stand. You ride into this heavy explosion zone in your tank, where one giant turret aims huge projectiles at you, a smaller turret shoots speedy shells, and ground troops spill out of the bunker.



The ground troops can do your tank very little damage. Don't sweat 'em—just blast the bugs away.



Use your tank's jumping capability to leap over incoming shells while you shoot away at the bunker.



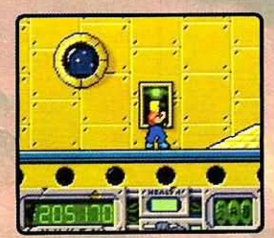
The bunker will explode after a few direct hits. Then you can roll past and prepare for blastoff.

DEEP SPACE MIND: LEVELS 12-15

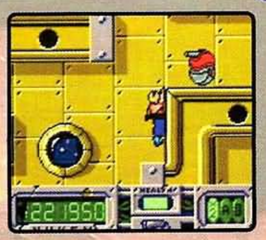
The Zorgonites tried to steal your brain, and you destroyed their ground operations. How the mighty have fallen! Continue your winning streak by hitching a ride on their spaceship and hunting down the commanding Zorgonite brain. You still have countless corridors to cross—with an entire ship's security on high alert.



When you run across tank tops and a Zorgonite pops up, take time to blast the tough shooter. Unlike others, it doesn't rejuvenate.



Don't fuss much with the body-boosters' medium and low settings. Set them on high, then bounce on the boosters to go the limit.



The spaceship is swarming with homing probes and armored sentries. Whenever possible, hang on ledges until you have the advantage.

EYESORE: LEVEL 16

The Zorgonites wanted to crack your skull open, and now it's time to take revenge on the Commander. A deadly Reaper Probe hovers around the Commander's ship-to-brain connector, while the main alien protects itself with an electrified tentacle and lightning-fast tongue.



No amount of firepower will damage the Commander until you remove the big brain's skullcap.



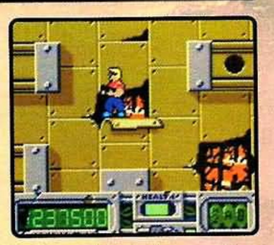
Drop down to the Commander's mouth level and push the button that exposes the brain.



Rush back up to brain level, tilt your weapon back and blast several diagonal shots into the brain.

CRASH AND BURN: LEVELS 17-20

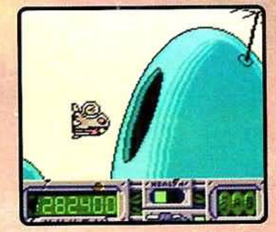
After taking out the Commander's brain, the ship crashes into a Zorgonite spaceport. In the blown-up wreckage, you must fight through menaces like the Cryogenic Mutants to find a ship that will get you to the Zorgonite leader's palace. After a hazardous flight across the city, you'll reach your destination—and the hevily armed Imperial Warriors.



Don't just admire the damage you've caused. Use the wall wreckage to reach higher locations.



Within the spaceport, the insides of buildings swarm with enemies. You'll find lots of essential power-ups on the ledges outside.



Your ship ride crosses a city filled with towers, some too tall to fly over. Aim for the holes and tower doors for safe passage.

FINAL FEUD: LEVEL 21

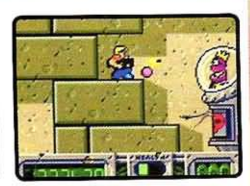
In the big finale, you reach the inner sanctum of the Zorgonite leader who abducted you to advance its plot for universal domination. Here's your chance to show it who the real dominator is, but you'll need to blow up its Anti-Duke attack vehicle to prove it.



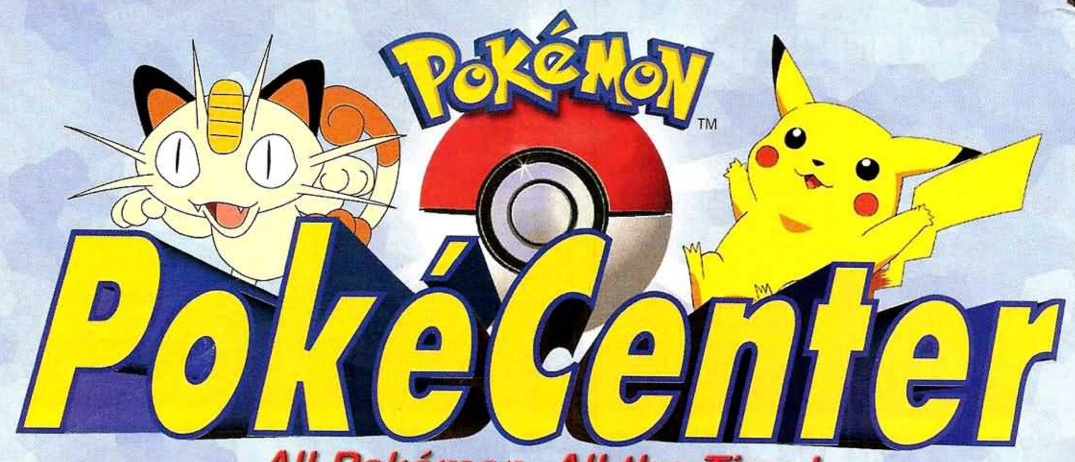
Use one of the Rocket Launcher shots to eliminate the quick Morphite that guards the ground level.



You'll need to run between the ammo and Anti-Duke vehicle several times to reload your Rocket Launcher.



Several dozen shots at the leader will burst its bubble—and prove at last that you're still the Duke.



All Pokémon, All the Time!

Interview with a Pokémaster

In the middle of the excitement of E3, Nintendo Power managed to snare some precious time with Mr. Tsunekaz Ishihara, the President of Creatures, Inc. and one of the driving forces behind the Pokémon phenomenon. Mr. Ishihara was gracious enough to sit down with us and unveil a few glimpses of what's coming up in the world of Pokémon.



NP: *In the television cartoon, what can we expect to see happen to Ash and his friends in the future?*

Mr. I: There will be more and more Pokémon battles, and as Ash grows stronger he will progress from Cinnabar Island all the way to the Pokémon League. Players who have finished the game will see that Ash will more or less follow their paths.

NP: *What about the feature length movie,* Mewtwo Strikes Back*?*

Mr. I: The movie has two stories. One is "Pikachu's Vacation," and the challenge in this section was creating an entire story using only the language of Pokémon, since no Pokémon besides Meowth speak a human language. The main feature of *Mewtwo Strikes Back* revolves around the mysterious 150th Pokémon, Mewtwo, and explains the circumstances of its birth.

NP: *Could you tell us about future titles for Pokémon games?*

Mr. I: You'll soon be able to experience a rich 3-D environment filled with Pokémon in Pokémon Snap, and the upcoming Pokémon Stadium will let you battle Pokémon on your N64. My team has also started doing research on an English version of Pikachu Genki de Chu, a game that was already released in Japan. This game allows a player to communicate with Pokémon using a voice recognition system, but since the system was originally developed for the Japanese language it is not easy to transfer to English.

NP: *What's your favorite Pokémon?*

Mr. I: Since I used Exeggutor during the debug process, I especially like that Pokémon (laughs). Usually I refresh all the data on a game when new versions come out, but I kept Exeggutor. It's at level 93 now (laughs).

NP: *Do you have a special message for Nintendo Power readers?*

Mr. I: We will keep developing new and fun ways to enjoy Pokémon, so the Pokémon world will expand more and more. Please enjoy it!



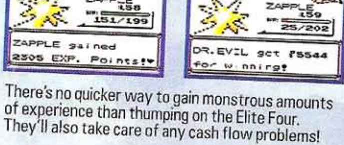
PokéChat

As always, this is the place to be for the latest word on all things Pokémon. Be sure to flip the page, too, since we've celebrated the release of Pokémon Snap with two extra pages of Pokémon moments!

Q: How many Pokémon can fit in each box on Bill's PC?
A: Don't ask us how, but you can cram 20 Poké Balls in each of the 12 boxes, for a grand total of 240 Pokémon.

Q: What do I do after I beat the Elite Four and catch all 150 Pokémon?
A: Well, the beauty of Pokémon is that you're never truly finished. Keep building your team up so you can master anyone who challenges you, and remember that upcoming games like Pokémon Stadium for the N64 will use your Game Boy data in a whole new arena. Keep in mind that you can go back and fight the Elite Four as many times as you want, gaining tons of experience and money every time you do.





There's no quicker way to gain monstrous amounts of experience than thumping on the Elite Four. They'll also take care of any cash flow problems!

Q: How do I slow the Zero-One vehicle down in Pokémon Snap?
A: The game would be too easy if you could just sit around all day waiting for your shot, so the vehicle has no brake. If you can get right next to a Pokémon in the vehicle's path, though, the sensor on the front will halt you in your tracks for a few precious seconds, giving you time to take plenty of shots.

Q: Are there such things as Poké gods?
A: If you have access to the Internet you've no doubt heard these rumors, but there's no truth to them. Generally the rumors are a mix of exaggeration and screen shots of characters from Japanese versions of Pokémon. You might have seen a character called "Pikablu" or "Togepi," but rest assured they are not in any current American version of the game. As for the future, not even we know what Pokémon could eventually arrive.

Q: Where can I find Tauros, the 128th Pokémon?
A: Tauros shows up in the Second and Third areas of the Safari Zone, but it's very hard to find and even harder to catch. There's no reliable way to do it, so vary what you throw and hope luck's on your side.

Q: Are there any dates set for the summer Game Boy training tour?
A: As of press time we didn't have an exact itinerary, but check www.pokemon.com for details as they arrive!



Pokémon
Serge Basso
Calgary, AB

#58 Growlithe
Dirk Edwards
St. Paul, MN

Legendary Birds
Jessi Bavolack
Goochland, VA

#25 Pikachu
Yukari Suzaki
Hokkaido, Japan

Send questions, comments, and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Submitted art becomes property of Nintendo Power.

Pokémon Snap Scrapbook

With Pokémon Snap finally launching in the U.S., we've decided to assemble some of our favorite shots from this unique game. They may not all rate the highest scores, but they keep us smiling!











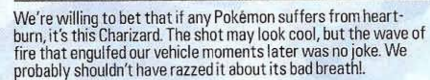












We're willing to bet that if any Pokémon suffers from heart-burn, it's this Charizard. The shot may look cool, but the wave of fire that engulfed our vehicle moments later was no joke. We probably shouldn't have razzed it about its bad breath!.







Now, we don't know about the Pokémon code of ethics, but where we come from this is downright un-neighborly. While blowing a lungful of flame all over the back of an unsuspecting Charmander may not seem fair, keep in mind that the Charmander got revenge. When the Charmander evolved into Charmeleon, the Magmar got a taste of its own medicine.



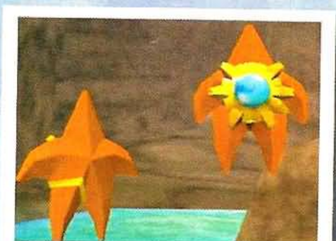
If these Sandshrews keep jumping for joy, they may miss out on the snack—it looks like the one in the middle is pretty hungry!

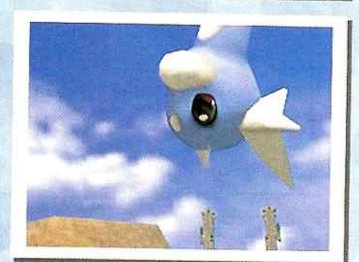






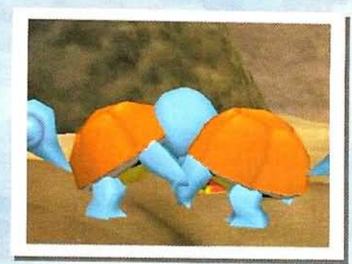












NOW PLAYING

Your Power Guide To The Latest Releases July 1999

Nintendo 64 · Game Boy Color · Super NES

WORLD DRIVER: CHAMPIONSHIP



- Midway/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- High-res mode without the Expansion Pak
- Over 100 track variations
- 34 cars

EVERYONE — E — CONTENT RATED BY ESRB

SCORES: AH-8.5 · D-8.0 · SP-9.2 · S-8.7 · N-9.5



A new world for racing reality has skidded onto the N64.

GRAPHICS WDC's most stunning quality is its eye-popping graphics. The cars, the tracks, the lighting and special effects, and the dramatic camera angles in the replay mode are all without parallel. The letterbox high-res mode is razor sharp.



PLAY CONTROL Drivers will notice a wide range of handling capabilities among the many cars and road surfaces. As you progress in the game, the cars' performance and handling just becomes more impressive.

GAME DESIGN Although less obvious than the graphics, another strength of this game is the career-oriented design of the Championship Mode. The way the tracks open up and the races increase in difficulty adds depth to the game. The lure of the best car creates a compelling reason to keep playing.

SATISFACTION Racing fans have a lot to cheer about. WDC looks, plays, sounds and feels great. This is probably the richest one-player racing sim ever for the N64.

SOUND The engine noises are realistic, and each car has its own unique growl. Play it through a stereo for a memorable experience.

COMMENTS **Scott**–*Totally impressive. If you buy one racer this year, WDC should be it.* **Nate**–*Amazing graphics, great game play, depth, cool cars...I can't believe it looks this good without the Expansion Pak.*

GRAPHICS=9.4 PLAY CONTROL=8.2 GAME DESIGN=8.6 SATISFACTION=9.0 SOUND=8.2

8.7 OVERALL RATING

THE NEW TETRIS

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- Game Pak memory save



SCORES
AH-8.2
H-8.2
SP-8.6
S-7.7
N-7.8

The greatest puzzler of all returns to Nintendo with some new twists.

GRAPHICS You wouldn't expect a Tetris game to have exceptional graphics, but this one really does. One of the nicest graphic elements is also the most useful: The ghost pieces indicating where the current tetrad will fall are extremely handy.



PLAY CONTROL Controlling tetrad rotation is pretty much the same as it is in any Tetris game. Control is fast, particularly when you want to drop a piece, so you'll have to be careful.

GAME DESIGN The addition of swap pieces is just one of several innovations in The New Tetris that makes it more captivating than any previous Tetris game. There are also new ways to score lines and a four-player mode that lets you dump garbage on the player of your choice. You can also play against the computer or try the challenging Wonders Mode.

SATISFACTION Finally, Tetris becomes a party game, and that should make it even more popular than ever.

SOUND The sound option includes six songs from techno Russian to other ethnic-sounding numbers with African, Egyptian, and Moroccan themes. All are very cool.

COMMENTS **Andy**–*Slammin' soundtrack and an iced-down visual package—very nice.* **Henry**–*The new Tetris game play elements add to the game without changing it much.* **Levi**–*The four-player mode is fantastic.*

GRAPHICS=7.8 PLAY CONTROL=8.6 GAME DESIGN=8.0 SATISFACTION=8.1 SOUND=8.3

8.1 OVERALL RATING

COMMAND & CONQUER



- Nintendo/256 Megabits
- 1 player
- Expansion Pak compatible
- Mid-mission game save





SCORES
AH-7.2
A-7.9
E-9.2
H-8.0
SP-8.9

Welcome to a new dimension of strategy gaming on the N64.

GRAPHICS Westwood Studios did a bang-up job of revamping Command & Conquer as a 3-D game. Both medium and high-res modes produce crisp, detailed images. Even the small infantry units employ realistic animations. Special attention was also given to special effects, such as explosions and scorched earth.

PLAY CONTROL In C&C, most activities are selected using the cursor, Control Stick and the A Button. Players can customize cursor speed and set up four teams for quick recall on the C Buttons.



GAME DESIGN Playing as either the GDI or Nod commander, players control troops and resources while trying to meet mission objectives. The branching mission structure creates many different routes in the game.

SATISFACTION The replay value of C&C is almost beyond belief, but even casual players will enjoy the action. The fact that you can save your progress in the heat of battle is a big plus.

SOUND The music, voices, explosions and mission briefings all add immeasurably to the feeling of reality.

COMMENTS **Scott**–*N64 gamers who missed out on this genre may be amazed by the depth and intensity of C&C.* **Nate**–*It could suffer from not having a multiplayer mode.* **Erich**–*The game is true to the original, but the 3-D graphics are better.* **Henry**–*It's very strategic and has tons of depth.*

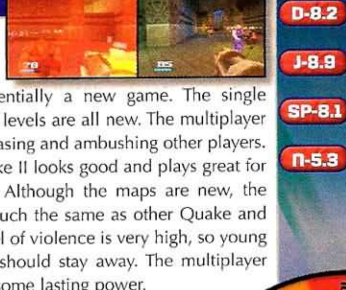
GRAPHICS=7.4 PLAY CONTROL=7.9 GAME DESIGN=8.3 SATISFACTION=8.2 SOUND=8.0

8.0 OVERALL RATING

QUAKE II

- Activision/96 Megabits
- 1 to 4 players simultaneously
- Controller, Rumble and Exp. Pak compatible
- Passwords
- 4 Multiplayer game modes
- All new maps

MATURE



SCORES

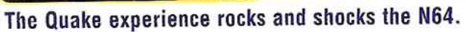
AH-7.8

D-8.2

J-8.9

SP-8.1

N-5.3



The Quake experience rocks and shocks the N64.

GRAPHICS Special lighting features in Quake II make use of the Expansion Pak, but the graphic resolution isn't enhanced. Even so, the images look very sharp. As in the original Quake games and the PC version of Quake II, expect lots of graphic violence in this version, which has a well-deserved Mature rating.



PLAY CONTROL Players are in the head of the hero, looking around with the Control Stick and using the C Buttons to move. The response on all the controls is fast. In fact, you can move so fast that everything can become a blur.

GAME DESIGN The N64 Quake II is essentially a new game. The single player and multiplayer levels are all new. The multiplayer modes are great for chasing and ambushing other players.

SATISFACTION Quake II looks good and plays great for a first-person shooter. Although the maps are new, the experience is pretty much the same as other Quake and Doom games. The level of violence is very high, so young or squeamish players should stay away. The multiplayer modes give the game some lasting power.

SOUND The garbled sound effects and voices don't measure up to the rest of the game.

COMMENTS **Scott**–*Except for the sound, Quake II delivers for shooter fans.* **Andy**–*Enemy graphics are primitive, but engrossing game play makes it worthwhile.*



GRAPHICS=7.9 PLAY CONTROL=7.8 GAME DESIGN=7.7 SATISFACTION=7.9 SOUND=7.0

7.7 OVERALL RATING

STARSHOT: SPACE CIRCUS FEVER

- Infogrames/96 Megabits
- 1 player
- 4 game save files
- 300 characters





SCORES

AH-7.1

H-6.1

L-8.1

SP-7.9

N-5.0

The Space Circus finally lands on the N64, but is it too late?

GRAPHICS The colorful characters are the greatest strength of this action platformer from Infogrames. On the opposite end of the spectrum, the camera motion is often so fast that it can leave you disoriented. There are graphics gems scattered throughout the game, but it may make your head spin trying to reach them.



PLAY CONTROL Starshot, the character, can do some fun things, including a limited form of flying, but the play control is too fast and loose. Part of the awkward feeling is a result of the camera movement, but the play control feel is also at fault.

GAME DESIGN The plot of Starshot involves a wacky space circus and a mystery investigation. The game play only marginally follows the story. Basically, this is a 3-D platform game with a few adventure elements.

SATISFACTION The graphics may attract players initially, but the poor mechanics will make it difficult for them to enjoy the experience for long.

SOUND The musical score is nice but overly repetitive and without much variation.

COMMENTS **Sonja**–*This bizarre little game is actually kind of fun once you figure out the play control.* **Andy**–*Lots of jokes and unique puzzles.* **Scott**–*I wouldn't recommend it to anyone who gets frustrated easily.*

GRAPHICS=7.2 PLAY CONTROL=5.8 GAME DESIGN=6.7 SATISFACTION=6.0 SOUND=7.0

6.5 OVERALL RATING

RUGRATS: SCAVENGER HUNT

- THQ/128 Megabits
- 1 to 4 players simultaneously
- 3 game boards



SCORES: AH-6.4, ED-7.2, H-5.0, S-5.8, N-3.7

The babies search for treasure in their N64 debut.

GRAPHICS Realtime Associates, better known for Game Boy and Game Boy Color development, did a good job turning the popular Rugrats cartoon characters into 3-D figures. Young fans of the show will enjoy seeing their favorite characters in several different forms in the three board games.

PLAY CONTROL It's easier to move around the games using the Control Pad rather than the Control Stick. Moves are simple, but the searching function does a poor job of highlighting hiding places, and that could lead to confusion.

GAME DESIGN THQ aimed this game at a young audience, including preschoolers. Since counting is involved and some basic reading skills are required, players should be at least five years of age. The three games are not varied enough to provide much extra game play or interest. In a one-player game, the waiting period between turns becomes tedious.

SATISFACTION Fans of the right age group may enjoy interacting with the characters.

SOUND Scavenger Hunt includes lots of voice clips and music that add some of the flavor and humor of the TV show.

COMMENTS **Nate**–*I thought the conversation in the opening scene where the Rugrats call the board game "boring" was particularly apt.* **Jason**–*This game needs more changes than all of the Rugrats' diapers.*

GRAPHICS=6.9 PLAY CONTROL=5.9 GAME DESIGN=4.4 SATISFACTION=4.0 SOUND=6.5

OVERALL RATING 5.3

SUPERMAN

- Titus/64 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible



SCORES: AH-3.7, D-5.8, L-5.5, SP-5.2, N-3.0

The man of steel must rescue his friends from a virtual prison.

GRAPHICS Special attention was given to the animation of Superman and the special effects of his superpowers. The retro look of Metropolis fits in well with the comic book style, but the amount of fog reduces visibility to just a few blocks. The camera follows Superman, giving players a third-person perspective so you can see all the action.

PLAY CONTROL Most of the controls are easy to figure out, but there are problems with hit detection and camera movement. Superman's flight controls are loose, but practice will pay off. The third-person perspective can make it difficult to see where Superman is aiming his attacks.

GAME DESIGN The game includes flight mazes that players navigate, heroic deeds that only Superman can handle, and battles with the evil forces of Lex Luthor. The mix of game play can be confusing at times.

SATISFACTION For the first time ever, a Superman game isn't just a brawler with some flight and superpowers thrown in. Still, the game play is disjointed and much of it seems contrived. Players may have mixed feelings about the final product.

SOUND Voices are used sparingly but the music is fairly well done.

COMMENTS **Dan**–*Being Superman is cool for a few minutes, but the goals are boring.* **Jason**–*Take this one up, up and away.*

GRAPHICS=5.8 PLAY CONTROL=3.7 GAME DESIGN=4.7 SATISFACTION=4.2 SOUND=6.2

OVERALL RATING 4.7

Poké-Quiz!





1. Why should a trainer not evolve a Pokémon?
(From Electric Shock Showdown on Pokémon - ThunderShock!)
A - Some abilities and attacks must be learned before a Pokémon evolves
B - Evolved Pokémon eat more food
C - Evolved Pokémon must be recaptured by the trainer
D - All of the above.

2. Why should you never abuse your Magikarp?
(From Pokémon Shipwreck on Pokémon - Seaside Pikachu)
A - It's not nice
B - You might hurt yourself
C - It evolves into Gyrodos
D - All of the above.

3. Why should you buy Pokémon Video or DVD?
A - It has the complete Pokérap on every video
B - You get to watch Ash learn lots of cool Pokémon facts in every video
C - A cute but really powerful Pokémon defeats Team Rocket in almost every episode!
D - All of the above and free stuff too!
(Mini-comics, Pokémon Sweepstakes entry forms and more!)



VHS **$14.98** S.R.P. each

Canadian prices may vary

DVD **$24.98** S.R.P. each

POKéMON on video

Have you caught them all?
Available at:



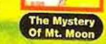




SATURDAY MATINEE THE MOVIE STORE

To Catch 'em all, You Gotta Do Your Homework!















I Choose You! Pikachu! | The Mystery Of Mt. Moon | The Sisters of Cerulean City | Poké-Friends | Thunder Shock! | Seaside Pikachu | Psychic Surprise

Study to be a Pokémon Master anytime you like with Pokémon Videos!

ANSWERS 1:A 2:D 3:D

POKéMON PINBALL

GAME BOY COLOR

- Nintendo/8 Megabits
- 1 player
- Game save
- 2 boards
- Game Boy Rumble feature





SCORES

AH-8.3

E-7.2

H-7.4

SP-7.1

N-7.1

Pokémon rumbles to life on Game Boy Color.

GRAPHICS The graphics may appear simple at first, but there's more here than immediately meets the eye. Pokémon Pinball has a wide variety of pop-up animations and pictures when you hit particular combinations. The two-screen switch takes a little time to get used to, but it extends the game board and variety of things to do.

PLAY CONTROL The flipper control is responsive, and the tilt control is particularly useful because of the rumble feature. Being able to feel every bumper is a great aid to getting high scores.

GAME DESIGN Nintendo included two boards—a red one and a blue one—and all the Pokémon characters, but adding them all to your Pokédex is a challenge.

SATISFACTION Pokémon fans have yet another way to scratch the Pokémon itch. Like the Game Boy games and card game, Pokémon Pinball encourages you to catch 'em all.

SOUND The bright and lively music combines well with the traditional beeps, bells and whistles of pinball.

COMMENTS **Scott**–*It's a new challenge for Pokémon fans and a pretty good pinball game on its own.* **Erich**–*I'm not so keen on the screen scrolling, but this is one game I'll be taking with me on the road.* **Andy**–*There's a lot more depth here than the title led me to believe.* **Henry**–*The tables have a lot of depth and bonus/multiplier areas. The save feature is excellent.*

GRAPHICS=**7.0** PLAY CONTROL=**7.7** GAME DESIGN=**7.7** SATISFACTION=**7.5** SOUND=**6.7**

7.4 OVERALL RATING

KEN GRIFFEY JR.'S SLUGFEST

GAME BOY COLOR

- Nintendo/8 Megabits
- 1 player
- 1 season save file
- MLB and MLBPA licenses
- All-time leader screen
- Exclusively for Game Boy Color

SCORES

AH-7.2

D-7.1

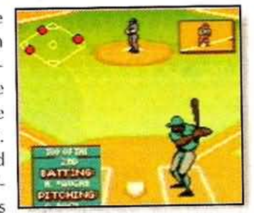
H-8.6

SP-7.4

N-5.6

A small but mighty Griffey takes the field.

GRAPHICS The game graphics are excellent in the Game Boy Color version of Slugfest, but the real magic is found in the title screen and elsewhere. Software Creations used what they call a hold-and-modify mode that allows for hundreds of colors to appear on some screens in contrast to the 50-plus colors normally found in a GBC title.



PLAY CONTROL Slugfest has a refreshingly simple control scheme that still manages to give you the feel of swinging a bat or making a pitch. The pitch controls may be confusing at first if you don't have a manual, because there are no on-screen menus for the different types of pitches.

GAME DESIGN This is a fun arcade baseball game with some nice sim features like full seasons and trades. You'll also find an all-star feature and home run derby, not to mention a list of all-time top performers in major stat categories such as ERA and batting average.

SATISFACTION If you like speed and high-scoring games, Slugfest delivers the heat. Technically, some of the graphics will amaze you.

SOUND Both sound effects and music come across clearly on the small speaker of GBC.

COMMENTS **Scott**–*Once I figured out the pitching system, the game was a blast.* **Henry**–*Hands down the best portable baseball game ever.* **Dan**–*I didn't like the fielding at first.* **Andy**–*Slugfest has a fast and lively pace.*

GRAPHICS=**8.3** PLAY CONTROL=**7.1** GAME DESIGN=**7.1** SATISFACTION=**7.3** SOUND=**6.3**

7.3 OVERALL RATING

TAKE YOUR DEMONS WITH YOU

GAME BOY COLOR

REVELATIONS™

THE DEMON SLAYER™

RPG

EVERYONE

ATLUS

First RPG for the Game Boy® Color!









Compatible with the Game Link® cable in VS. Mode!

REVELATIONS™

THE DEMON SLAYER™

Introducing Revelations: The Demon Slayer for Game Boy® Color. The world has been besieged by Demons and it's up to you to stop them. However, you're going to have to enlist the help of those very same Demons to return peace to the land. Talk to them, recruit them, and fight alongside over 100 of them to defeat the forces of evil. And when that's not enough, fuse them together to create new and more powerful creatures.

Challenge your friends with the Game Link® cable and take your most powerful creatures into battle and see who's the best!

Compatible with regular Game Boy®!









DUKE NUKEM

- GT Interactive/8 Megabits
- 1 player
- Passwords
- 17 levels plus 4 bosses

TEEN





GAME BOY COLOR

SCORES

AH-7.6

D-6.4

SP-7.1

S-7.1

N-6.3

The master of mayhem appears on Game Boy Color for the first time.

GRAPHICS Duke makes very nice use of Game Boy Color in the backgrounds and the sprites that make up the characters. The colors are rich and the contrast is excellent.



PLAY CONTROL The control feels fairly solid for a standard platform game. Hit detection and the speed of Duke's movements seem well-balanced.

GAME DESIGN As befits a Game Boy version of Duke, the rawer side of the license has been toned down. Even so, the side-scrolling shooting action earns the title a Teen rating. Players will find large areas, weapons, items and four boss characters. Considering the size of the game, Duke turns out to be fairly challenging.

SATISFACTION Other than the Turok Game Boy titles, there haven't been many games in this genre for Game Boy recently. Action fans should have some fun.

SOUND The Dukisms that add so much mature flavor to the N64 games couldn't make the downsizing to Game Boy Color. The music and sound effects are fairly standard.

COMMENTS **Scott**–*Good, old-fashioned platform action and nice GBC graphics.* **Sonja**–*It plays too fast.* **Dan**–*Nice graphics, but kinda boring.* **Nate**–*Not too bad for Duke—crisp graphics plus a high splatter quotient do a decent job of conveying Duke's unique world view.* **Andy**–*Even on the small screen, Duke packs a punch. Bow down to the king, baby.*

GRAPHICS=7.6 PLAY CONTROL=7.0 GAME DESIGN=6.6 SATISFACTION=6.8 SOUND=6.2

0 2.5 5.0 7.5 10

6.9 OVERALL RATING

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- **ANDY(AH)**-Action, Adventures, Puzzles
- **ARMOND**-Fighting, RPGs, Adventures
- **DAN**-Action, Adventures, Sports
- **ED**-Sports,Puzzles, Action
- **HENRY**-Fighting, Action, Sports
- **JASON**-Adventures, Action, Puzzles
- **LEVI**-Action, Adventure, RPG
- **NATE**-Adventure, Action, Sports
- **SCOTT(SP)**-Sports, Simulations, Adventures
- **SONJA**-Puzzles, RPGs, Fighting

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



All Ages

Early Childhood



Teen (13+)

Mature (17+)



Adult (18+)



Games that were released prior to the commencement of the ratings system are designated NR.



Is it a call to arms?

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

GEX 3: DEEP COVER GECKO



This one is a tongue of fun.

LEGO RACER



LEGO does its own Brickyard 500.

SPROCKET



Give that robot another wheel.

ASTEROIDS



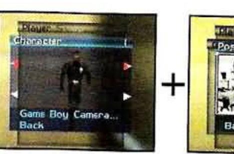
A classic Pak returns in color.

PLAYERS ENTER THE DARK IN RARE'S N64 THRILLER

Rare's upcoming sci-fi thriller, Perfect Dark, has a special feature that allows players to put themselves into the game. That claim may sound like science-fiction, as well, but Ken Lobb, Nintendo's Executive Producer of product acquisition and development, demonstrated the technique recently at a special E3 press conference. Using the Game Boy Camera and the new N64 Transfer Pak, Ken showed the rapt audience how a player can take a picture of himself or herself and import the picture into Perfect Dark where it can appear on a selected character in a multiplayer mode.

In the photos shown here, Ken demonstrates how effective the process is and how great it looks. He explained that you can modify your face using the paint features of the Game Boy Camera before transferring the image into Perfect Dark, or you can take pictures of anything or anyone to put in the game—Mario, for instance, or your pet iguana. Once the black and white image is in Perfect Dark, it is colorized automatically to match the skin tones of the character you've selected. Then the image is used as a texture map on the face of the character. If the shape of the model's face doesn't match your own—if it's too round or too long, for instance—you can tweak the model so that your features will look natural. In fact, in a four-player match, all four players can wear their own faces in the game.

The N64 Transfer Pak is what makes this possible. The new accessory, scheduled for release this fall, links Game Boy Game Paks or the Game Boy Camera to the N64 to share data. Originally, the Transfer Pak was developed as a means of transferring Pokémon data from Game Boy to the N64 for Pokémon Stadium, but other games such as Mario Golf also make use of the Transfer Pak. The Perfect Dark development team at Rare saw the potential of combining the Transfer Pak and Game Boy Camera in this unique way, but it won't be the last pairing of these technologies—we have heard of several other developers with plans to put your face into their games.



+



+



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RAYMAN READIES ESCAPE FROM GALACTIC ZOO

Intergalactic circuses are attracting a lot of attention these days, at least in France. First, Infogrames' Starshot dealt with a wandering space circus. Now, Ubi Soft is close to finishing Rayman 2, which begins after Rayman has been captured by pirates for sale to an intergalactic circus. At Pak Watch, we don't know quite what to make of this coincidence, but we won't be visiting any circuses in France any time soon. The good news is that Rayman 2, now scheduled for release in September, has finally reached a level of playability that makes it one of the most promising games of the year. In just the past several weeks, new play control and camera controls that markedly improve the feel of the game, and for any platform action title, that's a critical hurdle. One major new feature is the use of the Z Button to center the camera behind Rayman. This maneuver feels just like the attack camera in Zelda, so players should find it familiar and useful.







Show me the Ray to go home

The action in this 3-D platformer begins when Rayman escapes back to his home world where the pirates have shattered the harmonious power of the world's star into a 1,001 pieces called Lums. Part of Rayman's mission is to recapture these 1,001 Lums, but he'll have to do more than that if he's to make the 14 worlds and 40 areas safe from the pirates. Rayman's friends, like Ly the fairy and Polochus the magician, are the key to saving the world and winning the game. Dozens of minor characters give you hints along the way, and even more enemies will try to stop Rayman. But it isn't easy keeping a good Rayman down. With cool abilities such as waterskiing, rock climbing, and the patented helicopter gliding, Rayman has the arsenal of moves to reach the pirate ship and free his friends. He'll need all those moves and more to make his way through these diverse stages. Areas usually include some puzzle elements, several platform challenges, a mini-boss or two, cut scenes and Lums that you have to collect. It's not rocket science, but every step is a blast.



Graphics to dive for

Rayman 2's claim to future fame has always been an incredibly rich set of 3-D graphics. If anything, the graphics have continued to improve over the long development period of this game. Some of the transparency effects, such as when Rayman dives into the water are spectacular. Even the little glowing Lums seem to burn with an inner fire. The game's animation is equally impressive. As Rayman enters new areas, brief cut scenes introduce the stage and new characters or give some hint of the plot or an upcoming trial. Every area is filled with animated creatures, features and comical enemies. The large bosses present even more challenge and fun. Ubi Soft has done an exceptional job with Rayman 2, and the delays that have plagued Tonic Trouble seem to be a thing of the past. At the current pace, Rayman 2 should be a premier action title for the early fall—a nice warm-up to DK 64 in November.





"Help! Has anyone seen my arms? Or legs? Or mouth?"

Pak Play

Hands-on previews of upcoming games.

SPROCKET WHEELS INTO VIEW

It doesn't happen every day, but once in a long while your Pak Watch editors get a shock when an exciting new game appears from out of the blue. That's exactly what happened recently when we were introduced to Sprocket, an N64 action game from Sucker Punch Productions. Sucker Punch, based in Bellevue, Washington—just a hop, skip, jump and punch down the street from Nintendo of America—has created a rich action game along the lines of Banjo-Kazooie. Sprocket, the unicyle-riding robotic star of the game, has his work cut out for him in seven giant, 3-D worlds based on amusement park themes. Sprocket rolls, hops, manipulates objects using a tractor beam and drives all sorts of cool vehicles. But what really sets Sprocket apart are the interactive puzzles and activities. For instance, in the first stage, you have to build a roller coaster in order to grab out-of-reach items. Once you've created your custom coaster, you get to ride it, and you can come back time and time again to create new coasters just for fun. The version we played contained two of the seven worlds, but the physics and play control felt better than most finished games, and the graphics were remarkably sophisticated for a first-time N64 developer. Sucker Punch is looking for a publisher for Sprocket at this time, so we don't have a release date even though the final tweaks of the game should be completed by the end of August. We'll let you know when Sprocket is ready to roll.

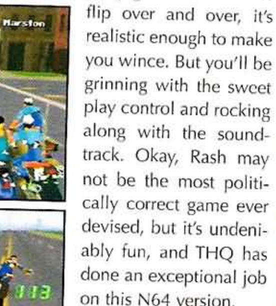




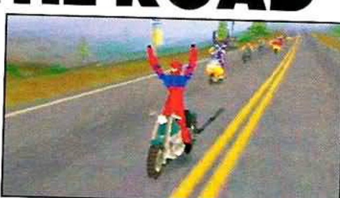


THQ AT THE END OF THE ROAD

What thrashes, bashes, crashes and mashes on the N64? In about two months, the one and only answer to that question will be Road Rash. THQ's in-house development studio, Pacific Power and Light, has taken the EA arcade classic and turned up the juice on the N64. Our recent road test was a Rash-fest of clubbing bikers, leaning choppers, and pursuing coppers on endless miles of road. The sense of speed and overall quality of the graphics and animation are very good. When bikes flip over and over, it's realistic enough to make you wince. But you'll be grinning with the sweet play control and rocking along with the soundtrack. Okay, Rash may not be the most politically correct game ever devised, but it's undeniably fun, and THQ has done an exceptional job on this N64 version.







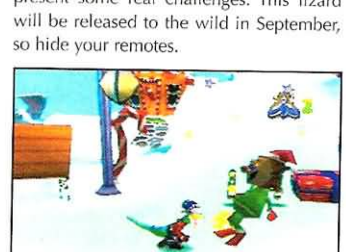


GEX GOES DEEP

The Gex development team at Crystal Dynamics has teamed up with publisher Crave Entertainment for the smart-mouthed gecko's second saga on the N64. Pak Watch recently received a nearly complete version of Gex 3: Deep Cover Gecko, which turned out to be even more nutty and fun than last year's game from Midway. This 256-megabit Game Pak contains all of Dana Gould's one-liners from the CD-based versions of the game so N64 players won't skip a quip. The massive game also contains 24 levels and four boss areas, plus extras like the new Beginners' Mode and Gex's new tongue swing. Gex also gets to ride off into the sunset on a mule and other mounts. The 3-D platform game uses many of the ideas from earlier Gex games, including the healing power of flies and the importance of TV. The worlds are large and full of humor and surprises, and they even present some real challenges. This lizard will be released to the wild in September, so hide your remotes.









BUILD IT AND THEY WILL PLAY

Building is the essence of the LEGO experience, and LEGO Media International and the developers at High Voltage didn't forget that when they created LEGO Racer. Players get to build drivers and cars, then take them out on the road, in Circuit, Single Race, Vs. and Time Trial Modes. But the races themselves are also a blast, particularly when you power up your car with pick-up items such as the cannonball and oil slick. If you manage to add a Silver Pick-up along with an item, the item will transform into a more powerful item such as a missile. The artificial intelligence of the drivers was more aggressive than we expected from a bunch of (LEGO) block heads, and it even showed signs of cleverness, leaving traps on the inside of corners. The races turn out to be wild affairs like the races in Mario Kart 64, but perhaps more is at stake when it's your own creation. LEGO Racer should be ready for construction by the end of August.









You can build a better racer.

Pak Peeks

What's breaking in the world of games.

The WWF moves to THQ

The WWF is set to move over to THQ following the release of Acclaim's final WWF title, WWF Attitude. Recently, THQ released screen shots and information about their upcoming WWF title. The big news is that the game will be designed and pro-


WWF Wrestling



WWF Wrestling

grammed by the same team that worked on WCW/nWo World Tour and WCW/nWo Revenge. Those titles won the award for best Console Fighting Game of the Year, one at each of the last two Interactive Achievement Awards. That team is composed of the design team at THQ and the programming team in Japan at AKI Corporation. So the best wrestling license in the world will be developed by the best wrestling development team in the world for the best video game system in the world. Not a bad combo. The N64 version of WWF Wrestling (which is the working title for the upcoming game) is scheduled to be released before the end of 1999. No other console version of the game will be available this year except for a Game Boy Color version, which is in development at Natsume in Japan.

New Kid on the block

Metro3D, a new Game Boy Color publisher from the Silicon Valley, recently gave Pak Watch a demo of an intriguing game called Puzzle Master and two updated classic games, Chase HQ: Secret Police and Bubble Bobble. On the surface, Puzzle Master resembles a Tetris clone, but there's far more here than meets the eye in a quick glance. Unlike previous puzzlers of the falling-block genre, Puzzle Master adds a wide range of goals, secrets, and special moves to the puzzle mix. It's a spicy recipe that may catch you off guard because of the game's complexity. Not only must you align the blocks in combinations of three, but you may also have to trigger switches, defeat enemies, win keys and fill up your Power Sword. Created by a small, in-house development team in just a few months, Puzzle Master is an unexpected gem. Chase HQ,


Puzzle Master

first released from Taito over ten years ago, gets a face-lift and two new pursuit levels. In this racer, your job is to capture an escaped criminal in a high-speed chase. First you plan where you'll intercept the felon, then you have to chase down and arrest him. Bubble Bobble, another Taito classic, is a scrolling action game in which you use bubbles to capture enemies and clear levels. The two classic games should be released this summer, while Puzzle Master is set to be launched in the fall.

The Lord of the Jungle

Activision has teamed up with Disney Interactive on several projects, but one of


Tarzan

the best is the smallest. Tarzan for Game Boy Color follows the action of the latest Disney animated feature film. Players begin the game as young Tarzan then grow over the course of 24 levels into teen Tarzan and the full-grown Lord of the Jungle. The Game Boy Color treatment makes use of converted cinematic art from the movie. The play control and design of this action game are as solid as an elephant, and there's a surprise feature, too: If you have a Game Boy Printer, you can print out action scenes from the game. It's enough to make Tarzan fans go ape.

More rocks in space

It may not have the graphics of last summer's hit movie, Armageddon, but Asteroids for Game Boy Color is probably a lot more fun. Activision is bringing the classic arcade game to GBC this summer, and


Asteroids

Asteroids never looked this good. The GBC graphics boast realistically spinning asteroids, a choice of three cool ships and animated power-ups, not to mention fun space backgrounds. And the game play retains many classic features of the original.

COMING SOON

EA Sports gets into the game

For the first time ever, EA Sports has become part of a live sport instead of the simulated kind. In a joint announcement with Pace Motorsports, EA Sports—the perennial leader in video game sports titles—announced that it will become the primary sponsor of the EA Sports Supercross Series beginning in January 2000. The Pace Supercross circuit has sky-rocketed in popularity over recent years and with its extreme appeal, promises an even more stellar performance in the future. In addition to the cool factor, EA Sports also wins the inside track for its new Supercross 2000 game franchise in the growing field of motorcycle racing titles for the N64 and other platforms. It looks like the line between reality and simulation has grown a bit thinner.



Supercross 2000

Breaking Pak News

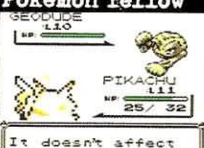
The news never sleeps when it comes to wheeling and dealing on the N64 and Game Boy Color. In a major industry announcement, Konami and Microsoft agreed to a deal in which each company would publish the other party's titles on its primary platforms. That means that Konami would have the rights to publish Microsoft games on consoles, including the N64 and Game Boy Color, and Microsoft could publish Konami's titles for PC. There's no word yet if popular Microsoft games such as Age of Empires will appear for the N64.

Ubi Soft recently announced an agreement with Disney Interactive to bring more Disney characters to the gaming world. Donald Duck will star in an upcoming game, and Jungle Book will appear in late 2000. Finally, Midway's NBA Showtime: NBA on NBC is set for release this fall on N64. Expect a full season of fun on the hardwood.

Starcraft

Nintendo

Pokémon Yellow



Nintendo

Army Men: Sarge's Heroes


3DO

Blitz 2000


Midway

Monster Truck Madness


Rock Star

Pac-Man Special Color Edition



Namco

PAK WATCH

RELEASE FORECAST

SUMMER 1999

- DUKE NUKEM: ZERO HOUR
- GEX 3: DEEP COVER GECKO
- HYBRID HEAVEN
- MARIO GOLF
- RAYMAN 2
- RE-VOLT
- ROAD RASH
- SHADOW MAN
- TONIC TROUBLE
- WWF ATTITUDE
- ASTEROIDS
- BLACK BASS LURE FISHING
- BUBBLE BOBBLE
- CHASE HQ
- DAFFY DUCK
- LOONEY TUNES
- SPAWN
- SPEEDY GONZALEZ
- WICKED SURFING
- YAR'S REVENGE
- YODA STORIES

FALL 1999

- ARMY MEN: SARGE'S HEROES
- BASS HUNTER 64
- BASSMASTERS 2000
- BATTLEZONE 64
- BLITZ 2000
- CASTLEVANIA II
- CYBERTIGER 64
- DK 64
- EXCITEBIKE 64
- GAUNTLET: LEGENDS
- HARVEST MOON 64
- HOT WHEELS
- HYDROTHUNDER
- HYPER-BIKE
- JEREMY MCGRATH SUPERCROSS 2000
- KOBE BRYANT IN NBA COURTSIDE 2
- LEGO RACER
- MADDEN NFL 2000
- MK SPECIAL FORCES
- MONOPOLY
- MONSTER TRUCK MADNESS
- NBA JAM 2000
- NBA LIVE 2000
- NFL QUARTERBACK CLUB 2000
- NUCLEAR STRIKE
- PERFECT DARK
- RAINBOW SIX
- RAT ATTACK
- RESIDENT EVIL 2
- RIDGE RACER 64
- ROADSTER TROPHY
- STARCRAFT
- SUPERCROSS 2000
- TAZ EXPRESS
- TOP GEAR RALLY 2
- TUROK: RAGE WARS
- WCW MAYHEM
- WINBACK
- XENA: TALISMAN OF FATE
- 1942
- ALICE IN WONDERLAND
- BABE & FRIENDS
- BEAUTY & THE BEAST
- BIONIC COMMANDO
- CASTLEVANIA II
- CRYSTALIS
- CROC
- DAFFY DUCK
- DEER HUNTER
- GHOSTS & GOBLINS
- GODZILLA
- ISS 2000
- NBA IN THE ZONE 2000
- NBA LIVE 2000
- NHL BLADES OF STEEL 2000
- NHL HOCKEY 2000
- MARIO GOLF
- MEGA MAN 5
- MICKEY RACING
- TIGER WOODS GOLF
- PAPERBOY
- POKéMON YELLOW
- QUEST RPG: BRIAN'S JOURNEY
- RESIDENT EVIL
- REVELATIONS: THE DEMON SLAYER
- SPEEDY GONZALEZ
- STREET FIGHTER ALPHA
- SURVIVAL KIDS
- TAZMANIAN RUSH
- TOY STORY 2

FUTURE

- ARMORINES
- ASTEROIDS 64
- BATTLETANX 2
- BRUNSWICK CIRCUIT PRO BOWLING
- CARMAGEDDON II
- DAIKATANA
- DUCK DODGERS IN THE 23 1/2 CENTURY
- EARTHWORM JIM 3D
- ETERNAL DARKNESS
- F-1 WORLD GRAND PRIX II
- HARRIER 2001
- JUNGLEBOTS
- KIRBY 64
- LOONEY TUNES: SPACE RACE
- THE NEW ADVENTURES OF BATMAN
- NIGHTMARE CREATURES 2
- NOMENQUEST
- OGRE BATTLE 3
- PAPERBOY 3D
- POKéMON STADIUM
- READY 2 RUMBLE
- RIQA
- SHADOWGATE RISING
- SPACE INVADERS
- SPIDER-MAN
- SUPER MARIO ADVENTURE
- TOY STORY 2
- TWELVE TALES: CONKER 64
- VIGILANTE 8: SECOND OFFENSE
- X-MEN
- WILD METAL COUNTRY
- WILDWATERS
- AZURE DREAMS
- CATWOMAN
- DÉJÀ VU 2
- EWJ: MENACE 2 THE GALAXY
- MICRO MACHINES V3
- RALLY RACING
- 'ROADSTERS '99
- SAN FRANCISCO RUSH
- SILICON VALLEY

NINTENDO 64
GAME BOY COLOR

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars*: Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars*: Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on One, Nintendo Power Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 1, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars*: Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review–Part 2, Body Harvest–Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, *Star Wars*: Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review Part 1, Superman Preview

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time Overview, Mulan, NASCAR '99.

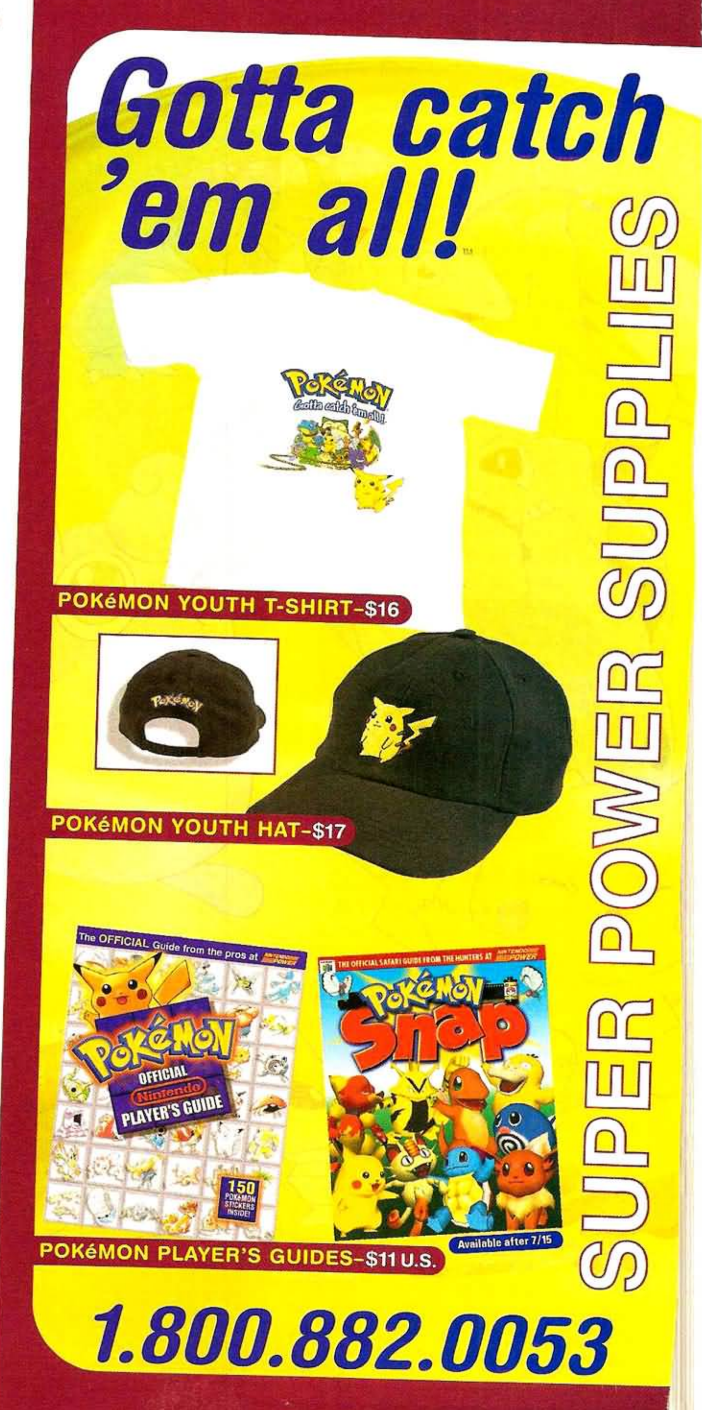
Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero–Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, First Look at The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero–Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

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Coming Next Issue...

Volume 123, August 1999

HYBRID HEAVEN



Conspiracy will eat away at your thoughts now that you know Konami's buried secret. In our August issue, Nintendo Power returns to Hybrid Heaven to lead the resistance against the alien invasion. We'll give you all the strategies it takes to master the turn-based fighting controls—and you'll need serious survival skills before you dive into this alien-infested gene pool.

Subscriber Bonus!



Pokémania explodes in our August issue when we continue our popular Pokémon Power comic series. Subscribe to Nintendo Power before July 31, 1999 and catch 'em all!



WWF ATTITUDE

Acclaim's latest WWF fighter demands that you play dirty. Next month, we'll show you how with weapons like Vince McMahon's bedpan and more. Win the belt by hitting below it.



MARIO GOLF



The whole Mario gang returns in August at the first tee of Nintendo's Mario Golf. We'll be there, too, equipped with sporting tips that will make you the star of the game. Meet us on the green.

N64

1. A Bug's Life
2. Aerofighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All-Star Tennis '99
7. Automobili Lamborghini
8. Banjo-Kazooie
9. BattleTanx
10. Beetle Adventure Racing
11. Bio Freaks
12. Blast Corps
13. Blitz
14. Body Harvest
15. Bomberman Hero
16. Bomberman 64
17. Buck Bumble
18. Bust-A-Move 2
19. Bust-A-Move '99
20. California Speed
21. Castlevania
22. Chameleon Twist
23. Chameleon Twist 2
24. Charlie Blast's Territory
25. Chopper Attack
26. Clay Fighter 63 1/3
27. Command & Conquer 64
28. Cruis'n USA
29. Cruis'n World
30. Dark Rift
31. Deadly Arts
32. Diddy Kong Racing
33. Doom 64
34. Dual Heroes
35. Duke Nukem 3-D
36. Duke Nukem: Zero Hour
37. Extreme-G
38. Extreme-G 2
39. F-1 Pole Position 64
40. F-1 World Grand Prix
41. F-Zero X
42. FIFA '99
43. FIFA Road to World Cup '98
44. FIFA Soccer 64
45. Fighter's Destiny
46. Fighting Force 64
47. Flying Dragons
48. Forsaken
49. Fox Sports College Hoops '99
50. Gex 64: Enter the Gecko
51. Glover
52. Goemon's Great Adventure
53. Golden Nugget
54. GoldenEye 007
55. GT 64 Championship Edition
56. Hexen
57. Iggy's Reckin' Balls
58. International Superstar Soccer '98
59. International Superstar Soccer 64
60. Jeopardy!
61. Ken Griffey Jr.'s Slugfest
62. Killer Instinct Gold
63. Knife Edge
64. Kobe Bryant in NBA Courtside
65. The Legend of Zelda: Ocarina of Time
66. Lode Runner 3D
67. Mace the Dark Age
68. Madden '99
69. Madden 64
70. Magical Tetris Challenge featuring Mickey
71. Mario Kart 64
72. Mario Party
73. Mike Piazza's StrikeZone
74. Milo's Astro Lanes
75. Mischief Makers
76. Mission: Impossible
77. MLB featuring Ken Griffey Jr.
78. MLBPA Bottom of the 9th (USA)
79. Mortal Kombat 4
80. Mortal Kombat Mythologies: Sub-Zero
81. Mortal Kombat Trilogy
82. Multi Racing Championship
83. Mystical Ninja Starring Goemon
84. Nagano Winter Olympics '98
85. NASCAR '99
86. NBA Hangtime
87. NBA In the Zone '98
88. NBA In the Zone '99
89. NBA Jam '99
90. NBA Live '99
91. The New Tetris
92. NFL Quarterback Club '98
93. NFL Quarterback Club '99
94. NHL Blades of Steel
95. NHL Breakaway '98
96. NHL Breakaway '99
97. NHL '99
98. NHLPA and NHL Present Gretzky's 3-D Hockey '98
99. Nightmare Creatures
100. O.D.T.
101. Off-road Challenge
102. Olympic Hockey Nagano '98
103. Penny Racers
104. PilotWings 64
105. Pokémon Snap
106. Quake
107. Quake II
108. Quest 64
109. Rampage Universal Tour
110. Rampage World Tour
111. Robotron 64
112. Rugrats: Scavenger Hunt
113. Rush 2
114. San Francisco Rush: Extreme Racing
115. S.C.A.R.S.
116. Shadowgate 64
117. Snowboard Kids
118. Snowboard Kids 2
119. South Park
120. Space Station Silicon Valley
121. Star Fox 64
122. Star Soldier: Vanishing Earth
123. Star Wars: Episode One: Racer
124. Star Wars: Rogue Squadron
125. Star Wars: Shadows of the Empire
126. Starshot
127. Super Mario 64
128. Super Smash Bros.
129. Superman
130. 1080° Snowboarding
131. Tetrisphere
132. Tonic Trouble
133. Top Gear Overdrive
134. Top Gear Rally
135. Triple Play 2000
136. Turok: Dinosaur Hunter
137. Turok 2: Seeds of Evil
138. Twisted Edge Snowboarding
139. Vigilante 8
140. Virtual Chess 64
141. Virtual Pool 64
142. VRally: Edition '99
143. Waialae Country Club: True Golf Classics
144. War Gods
145. Wave Race 64
146. Wayne Gretzky's 3-D Hockey
147. WCW Nitro
148. WCW/nWo Revenge
149. WCW Vs. nWo World Tour
150. Wetrix
151. Wheel of Fortune
152. Wipeout 64
153. World Cup '98
154. World Driver Championship
155. WWF: War Zone
156. Yoshi's Story

Game Boy

157. A Bug's Life
158. All-Star Baseball 2000
159. Arcade Hits: Defender/Joust
160. Arcade Hits: 720 Degrees
161. Arcade Hits: Spy Hunter/Moon Patrol
162. Black Bass Lure Fishing
163. Blitz
164. Bomberman GB
165. The Bugs Bunny Crazy Castle 3
166. Bust-A-Move 2
167. Carrot Crazy
168. Castlevania Legends
169. Chessmaster
170. Conker's Pocket Tales
171. Donkey Kong Land
172. Donkey Kong Land 2: Diddy's Kong Quest
173. Donkey Kong Land 3
174. Donkey Kong '94
175. Dr. Mario
176. Duke Nukem
177. Final Fantasy Adventure
178. Final Fantasy Legend
179. Final Fantasy Legend II
180. Final Fantasy Legend III
181. Frogger
182. Game & Watch Gallery
183. Game & Watch Gallery 2
184. Gex
185. Harvest Moon
186. James Bond 007
187. Ken Griffey Jr. Presents MLB
188. Kirby's Dream Land 2
189. Kirby's Pinball Land
190. Legend of the River King GB
191. Legend of the Sea King
192. The Legend of Zelda: Link's Awakening DX
193. Logical
194. Mega Man
195. Mega Man V
196. Men in Black
197. Metroid II: Return of Samus
198. Mickey Mouse: Magic Wand
199. Monopoly
200. Montezuma's Return
201. Mortal Kombat 4
202. Ms. Pac-Man
203. Mulan
204. NBA in the Zone
205. NBA Jam '99
206. NHL Blades of Steel
207. Pitfall
208. Pocket Bomberman
209. Pokémon
210. Pokémon Pinball
211. Power Quest
212. Prince of Persia
213. Quest for Camelot
214. R-Type DX
215. Rats
216. Rugrats
217. Shadowgate Classic
218. Shanghai Pocket
219. Small Soldiers
220. Smurf's Nightmare
221. Spy Vs. Spy
222. Super Breakout
223. Super Mario Land
224. Super Mario Land 2: 6 Golden Coins
225. Tetris Attack
226. Tetris DX
227. Top Gear Pocket
228. Turok 2
229. Twouble
230. Wario Land: Super Mario Land 3
231. Wario Land II
232. WWF Raw

Upcoming Releases & Other Picks

233. 1942 (Game Boy)
234. 40 Winks (N64)
235. Alice in Wonderland (Game Boy)
236. All Star Basketball 2000 (N64)
237. Andretti Racing (N64)
238. Antz (Game Boy)
239. Armorines (N64)
240. Army Men (Game Boy)
241. Army Men: Sarge's Heroes (N64)
242. Asteroids (Game Boy)
243. Asteroids (N64)
244. Azure Dreams (Game Boy)
245. Babe's Friends (Game Boy)
246. Bass Hunter 64 (N64)
247. Bassmasters 2000 (N64)
248. Batman and Robin (N64)
249. Battletanx (Game Boy)
250. Battletanx 2 (N64)
251. Battlezone (N64)
252. Beauty and the Beast (Game Boy)
253. Bionic Commando (Game Boy)
254. Blitz 2000 (N64)
255. Blues Brothers 2000 (N64)
256. Bomberman 3 (N64)
257. Brunswick Circuit Pro Bowling (N64)
258. Bubble Bobble (Game Boy)
259. Bust-a-Move '99 (Game Boy)
260. Caesars Palace (N64)
261. Carmageddon II: Carpocalypse Now (N64)
262. Carnivale (N64)
263. Castlevania II (Game Boy)
264. Castlevania II (N64)
265. Catwoman (Game Boy)
266. Centipede (Game Boy)
267. Chase HQ (Game Boy)
268. Chef's Luv Shack (N64)
269. Conker's Pocket Tales (Game Boy)
270. Croc (Game Boy)
271. Crystalis (Game Boy)
272. Daffy Duck (Game Boy)
273. Daikatana (N64)
274. Deer Hunter (Game Boy)
275. Déjà Vu 2 (Game Boy)
276. Donkey Kong 64 (N64)
277. Dolphin
278. Dragon Storm (N64)
279. Duck Dodgers in the 24 1/2 Century (N64)
280. EarthBound 64 (N64)
281. Earthworm Jim 3D (N64)
282. Earthworm Jim: Menace II the Galaxy (Game Boy)
283. Eternal Darkness (N64)
284. F1 World Grand Prix (Game Boy)
285. F1 World Grand Prix II (N64)
286. FIFA 2000 (Game Boy)
287. Game Boy Camera & Printer
288. Game Boy Color
289. Gauntlet Legends (N64)
290. Gex 3: Deep Cover Gecko (N64)
291. Ghosts & Goblins (Game Boy)
292. Godzilla (Game Boy)
293. Harrier 2001 (N64)
294. Harvest Moon (N64)
295. Hercules (N64)
296. Heroes of Might & Magic (Game Boy)
297. Hole in One Golf (Game Boy)
298. Hot Wheels (N64)
299. Hybrid Heaven (N64)
300. Hydro Thunder (N64)
301. Hype: The Time Quest (N64)
302. Hyper Bike (N64)
303. ISS Soccer 2000 (Game Boy)
304. Jeff Gordon Racing (N64)
305. Jeremy McGrath's Supercross 2000 (N64)
306. Jet Force Gemini (N64)
307. Junkbots (Game Boy)
308. Ken Griffey Jr.'s Slugfest (Game Boy)
309. Kirby 64 (N64)
310. Klax (Game Boy)
311. Knockout Kings (N64)
312. Kobe Bryant Basketball 2 (N64)
313. LastLegion UX (N64)
314. Legend of the River King 64 (N64)
315. Lego Racers (N64)
316. Lode Runner 64 (N64)
317. Looney Tunes (Game Boy)
318. Looney Tunes Space Race (N64)
319. Lufia: Runes Chaser (Game Boy)
320. Madden 2000 (N64)
321. Madden NFL 2000 (Game Boy)
322. Magical Tetris Challenge (Game Boy)
323. Mario Golf (Game Boy)
324. Mario Golf (N64)
325. Mega Man 5 (Game Boy)
326. Metal Gear Solid (Game Boy)
327. Mickey Racing (Game Boy)
328. MK: Special Forces (N64)
329. Monaco Grand Prix Racing Simulation 2 (N64)
330. Monopoly (N64)
331. Monster Truck Madness (N64)
332. Motocross Maniacs (Game Boy)
333. NBA in the Zone 2000 (N64)
334. NBA in the Zone (Game Boy)
335. NBA Jam 2000 (N64)
336. NBA Live 2000 (N64)
337. NHL 2000 (N64)
338. NHL Blades of Steel 2000 (Game Boy)
339. NHL Blades of Steel 2000 (N64)
340. Nightmare Creatures 2 (N64)
341. Nomensquest (N64)
342. Nuclear Strike (N64)
343. Ogre Battle 3 (N64)
344. Paperboy (Game Boy)
345. Paperboy (N64)
346. Perfect Dark (N64)
347. Pocket Bowling (Game Boy)
348. Pocket Pikachu
349. Pokémon Stadium (N64)
350. Pokémon Yellow (Game Boy)
351. Polaris's Snowcross (N64)
352. Puzzle Master (Game Boy)
353. Quest RPG: Brian's Journey (Game Boy)
354. Rainbow Six (Game Boy)
355. Rainbow Six (N64)
356. Rally Racing (Game Boy)
357. Rat Attack (N64)
358. Rayman 2: The Great Escape (N64)
359. Ready 2 Rumble (N64)
360. Resident Evil 2 (Game Boy)
361. Resident Evil 2 (N64)
362. Re-Volt (N64)
363. Riqa (N64)
364. Road Rash (N64)
365. Rugrats Time Machine (Game Boy)
366. San Francisco Rush (Game Boy)
367. Shadow Man (N64)
368. Shadowgate Rising (N64)
369. SimCity (N64)
370. Smurfs (N64)
371. South Park Rally (N64)
372. Space Invaders (N64)
373. Space Station Silicon Valley (Game Boy)
374. Spawn (Game Boy)
375. Speedy Gonzales (Game Boy)
376. Spiderman (N64)
377. Sprocket (N64)
378. Starcraft (N64)
379. Street Fighter Alpha (Game Boy)
380. Super Mario Adventure (N64)
381. Super Mario 64 2 (N64)
382. Supercross (N64)
383. Survival Kids (Game Boy)
384. Tamagotchi (N64)
385. Tarzan (Game Boy)
386. Taz Express (N64)
387. Tazmanian Rush (Game Boy)
388. Tiger Woods (Game Boy)
389. Tiger Woods (N64)
390. Titus Jr. (Game Boy)
391. Tomb Raider (Game Boy)
392. Top Gear Rally 2 (N64)
393. Toy Story 2 (Game Boy)
394. Toy Story 2 (N64)
395. Transfer Pak
396. Turok: Rage Wars (N64)
397. Twelve Tales: Conker 64 (N64)
398. Vegas Games (Game Boy)
399. Vigilante 8: Second Offense (N64)
400. WCW Mayhem (N64)
401. Wicked Surfing (Game Boy)
402. Wild Metal Country (N64)
403. Wildwaters (N64)
404. WinBack (N64)
405. WWF Attitude (Game Boy)
406. WWF Attitude (N64)
407. Xena: Warrior Princess (N64)
408. X-Men (N64)
409. Yar's Revenge (Game Boy)
410. Yoda Stories (Game Boy)